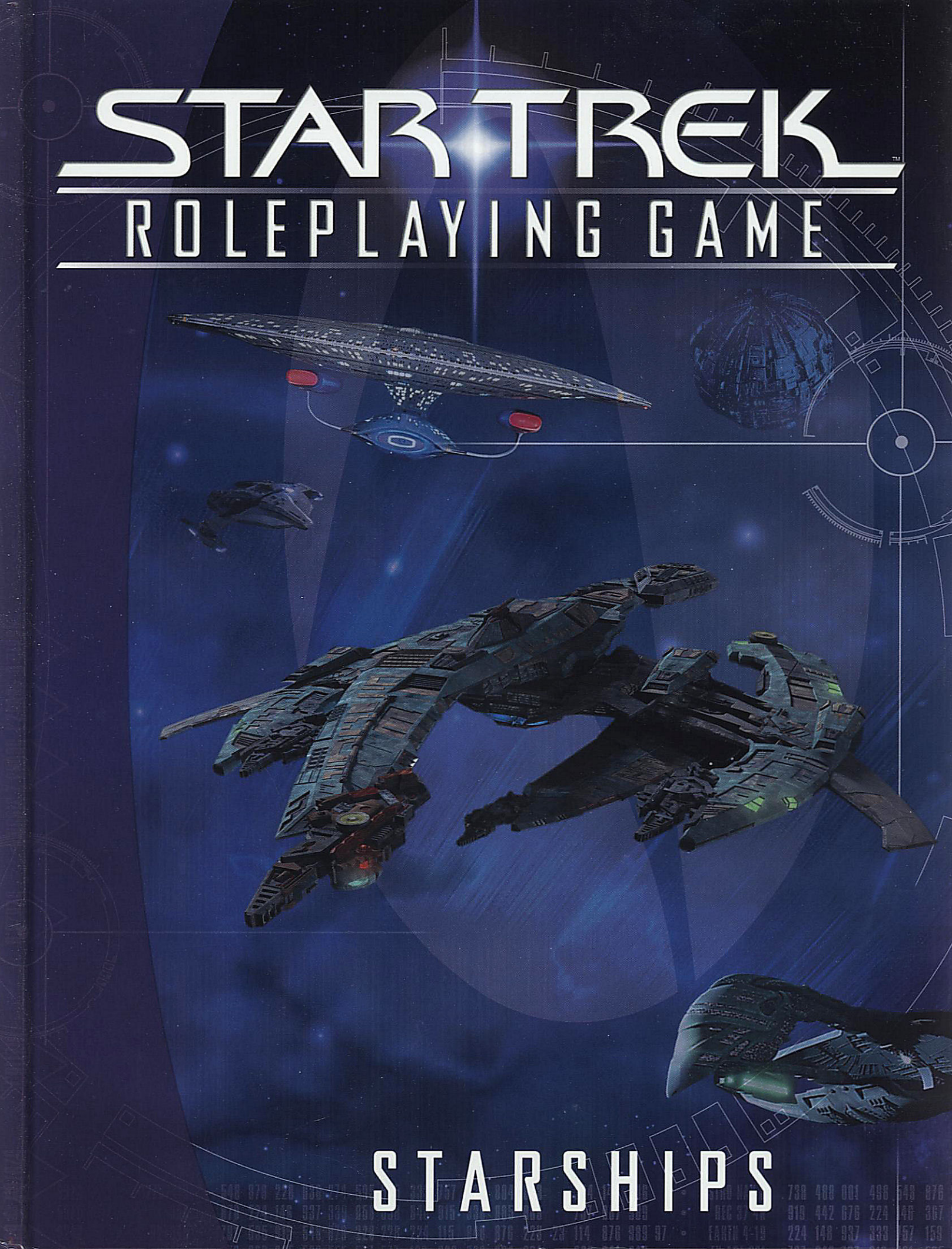
STAR TREK™

ROLEPLAYING GAME



STARSHIPS

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Disclaimer:

While Decipher Inc. has researched extensively to make this the most authentic *Star Trek* Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *Star Trek*, we have taken some liberties and players should remember that only the events, characters and places that appear on the show or in films are canon.

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Space travel plays a central role in any science fiction setting, and this is no less true for *Star Trek*. While your adventures will take place on exotic planets and far-flung destinations, the starship serves as the home to player characters, as well as being a mode of transportation.

WHAT IS THIS BOOK?—

Narrators and players alike will find this book a useful source of information about the spacefaring vessels of *Star Trek*.

Use the starship profiles and descriptions in this book as the base of operations for the Crew, whether for a stalwart Starfleet Crew or the Crew of a Klingon, Romulan, or Cardassian ship. Whatever the needs of your series, you should be able to find a suitable ship to serve as home base for your group's player characters, or design one on your own.

From time to time, Narrators are going to need threat vessels to endanger the lives of the Crew and the security of their floating home in thrilling space battles. We have included many different kinds of starship, from the most important spacefaring species and governments in the Galaxy, for you to pit against your Crew and their starship. Simply copy the starship profile for the vessels you want to use, and you're ready to go.

There may be times, however, when you want to design your own starships, perhaps beefing up an already existing profile (say, making the *Vor'cha*-class even more powerful, or adding a new surprise to the *Keldon*-class cruiser) or designing an entirely new type of starship. This is especially useful when introducing a new spacefaring species to your series.

The Advanced Starship Construction section provides you with expanded options and rules for creating starships for the *Star Trek RPG*.

The *Star Trek: Starships Sourcebook* was designed to fulfill all your starship needs—whether they may be an opponent for a thrilling space battle or a base of operations for your group of player characters.

PROFILE ELEMENTS—

The capabilities and game statistics for every starship in the *Star Trek RPG* can be found on its starship profile. This organizes the information players and Narrators need into a useful and easy-to-navigate format. When constructing starships of your own, you should fill out a starship profile (blank forms can be found in the *Star Trek Narrator's Guide* and the Narrator's Screen, or you can just use a blank piece of paper).

HULL DATA

The hull section of the profile details information about the starship's overall size and shape.

SIZE: The ship's size dictates the amount of space it has for various systems. Size also has a bearing on the number of traits available to the ship and any maneuver modifiers.

STRUCTURE & SPACE: Structure is like wound points for starships. Every starship has a structure rating representing its durability and resistance to damage. Structure also relates to the amount of volume and related resources available for ship systems

CREW COMPLEMENT: The number of people typically found on board. A starship's crew complement depends on several factors, including as Size, classification, and origin.

Operational Data

The operational data section of the starship template contains information about the standard and special systems found on board a ship, such as transporters, shuttlecraft, and cloaking devices.

Atmosphere Capable: Whether or not the starship has the capability for entering an atmosphere and landing is described under this entry.

Cargo Units: The volume of available storage space on the ship is recorded here. Nearly every vessel has areas of unused space that can be used to store equipment, sundry cargo, or even passengers. This is especially important to merchant freighters and resupply vessels.

Cloaking Device: Although Federation ships do not normally utilize cloaking devices the Klingons, Romulans, and some other species use them extensively. If a ship possesses a cloaking device, its statistics are listed here.

Life Support: Starships require their own artificially generated life support to keep their crews alive. These include gravity, oxygen, and inertial dampeners.

Operations Systems: Systems not included on the starship profile, such as optical data networks, computer cores, flight control systems, and command and control systems, are listed under this template heading. While too numerous to include individually, they can be damaged as a result of starship combat, and their overall reliability rating is included here.

Sensor Systems: Sensors serve as the starship's eyes and ears. Without them, the crew would be completely cut off from the Galaxy around them. The ship's sensors and game statistics are described here.

Separation Systems: Some starships, such as Starfleet's *Galaxy*-class, come equipped with systems that allow it to decouple certain sections into separate vessels, like separating the saucer from the engineering hull.

Shuttlebay: This entry lists the number and location of the ship's shuttlebays. In order for a starship to carry smaller embarked craft, it must have at least one shuttlebay.

Shuttlecraft: The total number of craft, in size, is listed here.The term "shuttlecraft" refers to any number of smaller spacecraft carried on board—such as fighters, a captain's yacht, shuttles, and work bees. All are Size 2 or smaller.

Tractor Beams: A focused graviton beam used to physically hold other starships at short distances; tractor beams are generally used to tow other ships. This entry lists the number and location of the ship's tractor beam emitters, if any.

Transporters: Transporters provide the most common means for boarding and leaving a starship. This entry lists the type—both standard and emergency—and number of transporters on board.

Propulsion Data

A starship's propulsion systems serve as its heart; it can neither move nor provide power to its essential systems without propulsion systems. Impulse engines propel starships at sublight speeds. Warp engines propel the vessel at faster-than-light speeds.

Impulse Drive: Recorded here are the ship's engine class, maximum speed (expressed in terms of light speed), and reliability.

Warp Engines: This entry lists the ship's warp drive type, its standard, sustainable, and maximum speeds, and reliability.

Tactical Data

Not all species in the Galaxy are peaceful, and the dangers of space travel demand that starships possess the means to protect themselves.

Beam Weapons: This entry lists the type, number, reliability, and damage caused by each type of beam weapon on board.

Missile Weapons: This entry lists the type, number, reliability, and damage caused by each type of missile weapon on board.

Deflector Shields: Deflector shields help to protect a ship not only from attacks, but also from many space-based phenomena, such as radiation fields, ion storms, and meteor showers. This entry lists the type, number, reliability, and amount of protection afforded the ship's deflector shields.

Miscellaneous Data

This section of the profile includes a ship's maneuver modifiers and its traits

Maneuver Modifiers: Maneuvers allow a vessel to perform specific actions, such as executing an evasive pattern, firing a weapon, or performing a micro warp jump. The modifiers listed under this entry affect skill tests made during starship battles.

Traits: Every starship class, and indeed every individual ship, has its own idiosyncrasies that make it stand out from other ships. If the ship possesses any starship edges or flaws, they are listed under this entry.

ADVANCED CONSTRUCTION

While the starship construction rules in the *Star Trek RPG Narrator's Guide* provides enough information to allow players to design their own space ships, the *Star Trek: Starships* sourcebook expands upon these basic rules. These new components and rules build upon the system with which players are already familiar, and starships designed using the *Narrator's Guide* rules can still be used in play, or redesigned taking these additional options.

WHAT'S CHANGED?

The rules found in this sourcebook include expansions to the tables and options found in the Starship Construction chapter of the *Star Trek RPG Narrator's Guide*. The basic system for designing starships remains the same, with the following additions:

- ▷ The starship size chart now includes hull sizes greater than 10.
- ▷ System reliability ratings have been expanded to include new ratings and modifiers.
- ▷ A wealth of new components are included under every system type, including components from the 21st century, the *Enterprise* TV series, and brand-new 24th century systems.
- ▷ Numerous systems have had their names changed to reflect various *Star Trek* sources.
- ▷ Penetration values are now calculated based on the equipment's era of origin.
- ▷ Torpedo spreads are now purchased based on their launcher, instead of the type or ordinance they launch. Ordinance can affect a launcher's penetration value, however.
- ▷ New traits and maneuvers have been included.
- ▷ Starships can now gain notoriety based on their accomplishments, in the form of starship renown.
- ▷ Like player characters, starships can now be upgraded during play by spending advancement picks, as chosen by the ship's crew to distinguish their starship.

FROM CANON TO PHASE CANNON

When dealing with an established property such as *Star Trek* it can be difficult to translate what's viewed on the small and big screens into quantifiable numbers. When designing starships do not feel constrained by published "hard" numbers. The starship combat and construction rules are designed with several layers of abstraction into them, allowing players to focus on the design and function of the vessel, rather than precise specifications.

Instead of selecting individual weapon arrays, when constructing a starship the system represents the amount of effective firepower the vessel may bring to bear, rather than the firepower for each individual phaser array. While a *Galaxy*-class starship may be armed with twelve Type X phaser banks, they're never fired all at once. When trying to reconcile this "canon" data with the construction system, a good rule-of-thumb is to install half the number of official weapons to represent the vessel's effective firepower. When dealing with other systems, such as operations or life support, try to capture the starship's essence. A rickety bird-of-prey that can sustain only a handful of hits before its cloak fails shouldn't have a Class 5 operations system, for example, even if you have enough available space to install it.

It's not mandatory to spend all of a vessel's allotted space in an effort to cram it with the most and best equipment.

The process for constructing starships remains the same, however. Follow the steps beginning on page 135 of the *Star Trek RPG Narrator's Guide*.

AVAILABILITY

The *Star Trek: Starships* sourcebook allows players to design the vessels for any spacefaring group—from Vulcan science ships and Betazoid diplomatic couriers to Klingon battleships and Romulan scouts. This chapter is divided into two parts—generic systems available to anyone and equipment specific to a particular group, government, or empire. When constructing starships, use systems and equipment from either section as dictated by the needs of the episode and series, as well as the *Star Trek* setting. Try to resist the urge to equip Starfleet cruisers with cloaking devices.

TABLE 1.1: ALIEN AVAILABILITY

Group	Sensors	Operations	Propulsion	Weapons	Shields
Andorian	-5	-5	+5	+5	+0
Borg	+20	+20	+20	+20	+20
Cardassian	-5	+5	+0	-5	+5
Dominion	+10	-10	+0	+10	-10
Kazon/Trabe	-10	-10	+0	-10	-20
Klingon	+0	+10	-10	+20	-10
Orion	+5	+0	+5	-5	-5
Romulan	-10	+20	-5	+10	-10
Vulcan	+5	+0	+10	+5	+0

Components described in Starfleet terms form the baseline for starship construction, and are available for use with starships designed for other species and groups. Not all planets or governments develop technology in parallel with that of the Federation, however—some, such as the Klingons, favor weapons over defense and may invent a given system that much sooner. When using standard components on alien starships, consult Table 1.1 to determine the availability offset—either positive or negative—that species receives. A positive modifier means that the species favors the area of development and receives the standard components that much sooner. For example, a "+10" means the system is available for installation ten years earlier than normal at no additional cost, while a negative modifier means the species is that much further behind.

These modifiers do not extend to selecting operations or life support systems—there are no availability dates tied to these systems. (However, these modifiers affect cloaking device and sensor systems.) Modifiers never apply to a group's own systems—their availability dates are not altered.

Example: Randy is building a Klingon warship and cannot find a weapon system that meets his design criteria for his new experimental starship. Looking at the standard Starfleet beam weapons on page 17, the Type XI phaser system looks comparable to what he has in mind. Even though his vessel is being constructed in 2355 and the Type XI phaser has an availability of 2361, the Klingon bonus of +20 allows him to select the system at no penalty. He pays the space cost, installs the system, and gives it an appropriate Klingon name, such as a "K-GDN-1 Disruptor."

Size

Starship sizes vary greatly based on the group building them. While Starfleet doesn't currently field any starships greater than size 10, there are other fleets that employ these size vessels—and larger. Table 1.2 extends the basic size chart found in the *Star Trek RPG Narrator's Guide* to include those hull designs that extend beyond size 10.

Please note that the amount of space available per size of a ship's hull has been altered slightly from that found in the *Star Trek RPG Narrator's Guide*—most hulls have received a higher space allotment as the amount of space available on a given spaceframe is now more directly tied to the vessel's size.

Operations Systems

When constructing new starships, the following alterations from the basic rules found in the *Star Trek RPG Narrator's Guide* are used.

System Availability

Often, what makes one starship better than another is when it was built, because the designers have access to more modern, and better, equipment. Constitution-class starships simply don't have the kinds of systems available to the 24th century Galaxy-class. Along with expanded component listings, these rules include updated availability dates, so Narrators can maintain consistency for her chosen era of play. Components are not typically available for inclusion on a starship until the specified date given. At the Narrator's discretion, perhaps as a plot device, these dates may be ignored. In normal circumstances, however, for each decade earlier than the listed date the system's space requirement is increased by two points.

System Reliability

Every major system on board a starship has a reliability modifier, which affects how dependable it is under adverse conditions. In addition to the reliability

TABLE 1.2: SIZE BY FLEET

As a general rule of thumb, the following fleets construct starships greater than size 10:

- **Borg**
- **Breen**
- **Dominion**
- **Ferengi**
- **Kazon**
- **Klingon Empire**
- **Romulan Empire**

The availability of size 10 starships to other species should be based on the needs of the Narrator's series or episode.

ratings appearing in the *Star Trek RPG Narrator's Guide*, a number of additional reliability ratings have been included here. System ratings that originally appeared in the *Star Trek RPG Narrator's Guide* remain unchanged. Reference Table 1.4 for the new ratings and their associated modifier.

Special: When systems suffer damage, they check off damage boxes for individual systems. Ratings with double letters, such as AA, BB, CC, and so forth ignore the first box of damage applied to the system's damage track. Mark this damage with a single slash. All subsequent damage to the system is applied normally.

Example: Larry's shield grid, a CIDSS-2 with a system rating of AA, takes one hit. While his system only has one box available on the damage track, his AA rating allows his grid to ignore the first point of damage to the shield grid. Larry marks his damage track with a single slash mark and the shields continue to function. On the next hit to his grid, however, the shields fail as damage from this point is applied in the normal fashion.

A vessel with a low-grade system, such as a "C," upon taking damage does not incur the penalties associated with higher-rated systems, such as "D," "E," or (now) "F." These damage levels, for all intents and purposes, do not exist on a lower rated system. Penalties accumulate as a system takes more damage.

Components with a higher reliability rating can simply operate longer, albeit with additional penalties, than lower grade systems.

Example: A vessel with a sensor system rated with a "C" reliability takes a point of damage to the system.

TABLE 1.3: SIZE

This table replaces Table 9.2: Size on page 136 of the Narrator's Guide.

Size	Length	Beam	Height	Space	Structure
Per unit	+2,000 m	+1,500 m	+600 m	See below	+5
20	10,000-11,999 m	5,500-6,999 m	3,000-3,599 m	515	100
19	8,500-9,999 m	4,500-5,499 m	2,400-2,999 m	471	95
18	7,000-8,499 m	3,500-4,499 m	2,100-2,399 m	429	90
17	6,000-6,999 m	3,000-3,499 m	1,800-2,099 m	389	85
16	5,000-5,999 m	2,500-2,999 m	1,500-1,799 m	351	80
15	4,000-4,999 m	2,000-2,499 m	1,200-1,499 m	315	75
14	3,000-3,999 m	1,500-1,999 m	1,000-1,199 m	281	70
13	2,000-2,999 m	1,200-1,499 m	800-999 m	249	65
12	1,500-1,999 m	1,000-1,199 m	600-799 m	219	60
11	900-1,499 m	800-999 m	400-599 m	191	55
10	800-999 m	700-799 m	300-399 m	165	50
9	700-799 m	550-699 m	200-299 m	141	45
8	600-699 m	400-549 m	100-199 m	119	40
7	400-599 m	200-399 m	80-150 m	99	35
6	300-399 m	100-199 m	50-79 m	81	30
5	150-299 m	50-99 m	31-49 m	65	25
4	100-149 m	26-49 m	21-30 m	51	20
3	51-99 m	11-25 m	6-20 m	39	15
2	6-50 m	4-10 m	2-5 m	29	10
1	1-5 m	1-4m	less than 2 m	21	5

To calculate space for a given size: Space = (Size^2)+(Size*5)+15

TABLE 1.4: RELIABILITY MODIFIERS

Use this table or Table 9.4: Reliability Modifiers on page 137 of the Narrator's Guide.

System Rating	Reliability Modifier
A	+0
AA	+1
B	+2
BB	+3
C	+4
CC	+5
D	+6
DD	+7
E	+8
EE	+9
F	+10

The first box on the vessel's damage track is marked off and the ship immediately suffers a -2 penalty to all Tactical maneuvers. The penalties associated with high-rated systems, such as a -1 to initiative for a "D" reliability sensor system, are ignored and not used.

Example: The *Resolute* has a "D" reliability shield grid. During combat the shield grid is targeted by the enemy and takes three hits. The first hit (D) results in a -1 to the shield's protection rating. The second hit (C) reduces the ship's threshold by 1. The third hit (B) lowers the protection rating by another 2 points. Total penalties to the shield grid: -3 protection rating and -1 threshold. The next shield grid hit will mark off the last remaining box, "A," taking the shields offline.

Updated System Damage Tracks

The system damage tracks on Table 1.5 include the new "F" reliability rating and have been updated with additional effects. These tracks replace those found on page 115 of the *Star Trek RPG Narrator's Guide* when using these advanced construction rules.

Operations/Life Support Systems

A number of additional systems beyond those found in the *Star Trek RPG Narrator's Guide* are included for installation. Reference Table 1.6: Operations & Life Support Costs for details on these systems, their cost, and reliability ratings. There are no specific dates of availability tied to either operations or life support systems.

Sensor Systems

Table 1.7: Sensor Costs expands the table found in the *Star Trek RPG Narrator's Guide*, providing players with additional sensor systems to include in their designs.

TABLE 1.5: SYSTEM DAMAGE TRACKS

	Sensors
F	-1 helm maneuvers
E	-1 all maneuvers
D	-1 initiative
C	-2 tactical maneuvers
B	cannot execute: lock on
A	system offline: vessel blind

	Operations
F	-1 initiative
E	-1 command maneuvers
D	-1 computer use tests
C	-2 initiative
B	-2 all maneuvers
A	systems offline: cloak offline

	Life Support
F	emergency lighting: -1 to all physical tests
E	console explodes! TN 10 stamina or stun 1d3 rds
D	console explodes! TN 10 quickness or 1d6 wounds
C	gravity failing: -2 all physical tests
B	thin atmosphere: TN 10 stamina or stun 1d6 rds
A	systems failing: 2d6 rounds to abandon ship

	Propulsion
F	-1 initiative
E	-1 to helm maneuvers
D	-1 initiative
C	-2 to helm maneuvers
B	-2 initiative
A	system offline: core breach!

	Weapons
F	immediately lose lock on
E	-1 tactical maneuvers
D	-1 penetration all arrays
C	no tier 2 tactical maneuvers
B	-2 to tactical maneuvers
A	system offline

	Shields
F	-1 shield strength
E	-1 shield strength
D	-1 protection rating
C	-1 threshold
B	-2 protection rating
A	system offline: shields down

TABLE 1.6: OPERATIONS & LIFE SUPPORT COSTS

Use this table or Table 9.6: Operations & Life Support Costs on page 138 of the Narrator's Guide.

Type	Space	Reliability
Basic	None	A
Basic reinforced	2+half Size	AA
Class 1	1+half Size	B
Class 1R	3+half Size	BB
Class 2	2+half Size	C
Class 2R	4+half Size	CC
Class 3	3+half Size	D
Class 3R	5+half Size	DD
Class 4	4+half Size	E
Class 4R	6+half Size	EE
Class 5	5+half Size	F

Scout classification vessels purchase sensor systems at -1 space cost (minimum cost of 1).

Adjust the system availability by the group's system availability modifier, see page 7.

Separation Systems

Starships can be built with two common types of separation systems: the basic system found in the *Star Trek RPG Narrator's Guide* and an emergency separation system.

The basic system operates exactly as described on page 139 of the *Star Trek RPG Narrator's Guide*. A standard separation system allows a vessel to separate into two vessels that can operate independently and then reintegrate into one vessel. The basic system costs two space to implement.

An emergency separation system has more limited functionality but serves a vital purpose. The ship can separate, turning part of the vessel into a large emergency craft capable of operating on its own. Such an emergency system cannot reintegrate with the starship's main section, however. A starship separated in this manner can be reconnected at a spacedock, orbital starbase, space station, or planetary facility with an extended Structural Engineering (Spaceframes) test with a TN ten times the vessel's size. Each test attempt takes one day. An emergency separation system uses 1 point of space.

Propulsion and weapons must be purchased individually for each "sub-ship," if desired. Otherwise, the separated section cannot perform the associated functions; a saucer section without an impulse drive cannot fly under its own propulsion, for example, and is essentially a large life boat. Those sub-systems that can only be used when separated use -1 space (minimum cost of 1).

A third, but much rarer, type of separation system is the multivector assault mode. The multivector assault

TABLE 1.7: SENSOR COSTS

Use this table or Table 9.7: Sensor Costs on page 139 of the Narrator's Guide.

Type	Space	Bonus	Reliability	Availability
Basic	None	NA	A	-
Class 1	1	+1/0/0/0/0	B	2077
Class 1a	2	+1/0/0/0/0	AA	2123
Class 2	2	+2/+1/0/0/0	C	2144
Class 2a	3	+2/+1/0/0/0	BB	2187
Class 3	3	+3/+2/+1/0/0	D	2220
Class 3a	4	+3/+2/+1/0/0	CC	2282
Class 4	4	+4/+3/+2/+1/0	E	2345
Class 4a	5	+4/+3/+2/+1/0	DD	2358
Class 5	5	+5/+4/+3/+2/+1	F	2370
Class 5a	6	+5/+4/+3/+2/+1	EE	2376

TABLE 1.8: SEPARATION SYSTEM COSTS

Type	Space	Notes
Emergency	1	May not reconnect without facility.
Standard	2	
Multivector Mode	+3/ship	Available 2373, see text.

mode (MAM) differs from the standard separation system in that these sub-ships are designed to operate either independently or in concert. A ship equipped with a MAM system can even control the separated components remotely from the command structure. A MAM requires 3 space to install for each sub-section beyond the main ship. Components for these sub-ships must be purchased separately, as outlined above.

Separating a starship in any mode—standard, emergency, or MAM—requires a full round and no maneuvers may be executed (for information on starship maneuvers, see page 113 of the *Star Trek RPG Narrator's Guide*).

Multivector Assault Mode

The starship is able to split into two or more vessels capable of working together or remotely under the control of the command section.

Prerequisite: A MAM separation system, costing 3 space per sub-ship beyond the main ship.

Effects: Sub-ships working in tandem through a MAM share the benefits of a Lock On maneuver on a target vessel and may also execute other maneuvers (see page 116 of the *Star Trek RPG Narrator's Guide*). Every sub-ship is allowed to execute a single maneuver via the command ship per round, as dictated (and rolled) by the command ship. The command ship, which controls all sub-ships when MAM is engaged, does not receive any additional maneuvers beyond its standard allotment. All MAM vessels act on the same initiative and share the same maneuver modifiers as the command ship.

Multivector assault mode requires the use of a functional operations system. If the vessel's operations system is disabled, the MAM may not be employed. Other separation systems do not suffer this limitation. Once separated, each sub-ship receives its own damage and shield strength track.

If a MAM vessel separates but is controlled through individual crews then none of the aforementioned bonuses are received. The vessels operate as independent starships.

Once a ship equipped with a MAM system reintegrates after taking damage, the vessel collectively inherits all damage sustained by the sub-vessels and has its damage track lowered accordingly.

Example: Larry's character commands the *U.S.S. Prometheus*, a starship equipped with a MAM system. During a battle his character activates the MAM, splitting the Prometheus into three vessels—the main stardrive and two sub-ships. The command vessel receives its normal allotment of two maneuvers while the two sub-ships may execute a single maneuver apiece. Once Larry's character executes a Lock On maneuver (from any of the three ships), all three vessels reap the benefits. All maneuvers are resolved as normal, with Larry, or his Crew, making any necessary test rolls.

Shuttlebays

Components included in this sourcebook may also be used to construct shuttlecraft or support vessels launched from shuttlebays. Rules on how to purchase shuttlebays are found on page 139 of the *Star Trek RPG Narrator's Guide*.

Limitation: No vessel may have more shuttlebays than half its size, rounded down.

Escape pods are an inherent design consideration on starships so equipped and need not be purchased. Most vessels have enough emergency escape pods to support twice the standard crew complement. Klingon vessels forgo escape pods altogether as they prefer to go down with their ships in a blaze of glory.

Alien Operations Systems

The starship systems described below are not generally available to Starfleet starships or ships constructed inside the Federation (such as Vulcan or Orion ships), though they could be included among the systems of a newly encountered alien vessel.

Cloaking Device

A vessel with a cloaking device is nearly undetectable to sensors, providing a sizable tactical advantage over one's enemies.

Special: To cloak ships larger than size 10 multiple systems must be purchased. Every time a system is purchased beyond the first, increase its maximum size rating by one. For example, cloaking a size 12 starship

TABLE 1.9: CLOAKING & MASKING SYSTEM COSTS

System	Space	Rating	Maximum Size	Availability
Class 1 Cloak	Size	16	5	2212
Class 2 Cloak	1+Size	18	8	2254
Class 3 Cloak	2+Size	20	10	2320
Class 4 Cloak	4+Size	22	8	2335
Class 5 Cloak	6+Size	24	10	2350
Mono-refracting plating	Size	14	-	2362

All scouts and frigates purchase cloaking devices at -1 space cost (minimum cost of 1).

Adjust the system availability by the group's system availability modifier, see page 7.

TABLE 1.10: SUBLIGHT SYSTEM COSTS

Use this table or Table 9.8: Impulse System Costs on page 140 of the *Narrator's Guide.*

System	Space	Rating	Maximum Size	Reliability	Availability
CHEMICAL DRIVES					
RCS-15i	4	.1	2	A	2041
RCS-20	6	.1	3	A	2066
RCS-24	7	.15	4	B	2084
ION DRIVES					
ITU-1	2	.2	3	A	2082
ITU-2	4	.3	4	B	2090
ITU-3a	6	.3	5	AA	2098
IMPULSE DRIVES					
SBA	1	.25	2	C	2107
SBB	2	.5	4	A	2112
SBC	3	.5	6	B	2133
SBD	3	.6	5	B	2150
SBD-a	4	.6	6	C	2196
SBE	5	.5	8	D	2231
RSM	6	.75	10	D	2270
RST	5	.7	8	CC	2278
RSV	4	.7	7	D	2281
RSV-2	3	.5	6	CC	2282
FIA	1	.5	2	CC	2290
FIB	1	.5	4	D	2294
FIB-2	2	.75	6	C	2299
FIB-3	2	.75	7	D	2309
FIE	2	.8	4	C	2312
FIE-2	3	.85	5	E	2320
FIE-3	3	.85	7	D	2328
FIG	3	.9	4	C	2332
FIG-2	4	.9	8	C	2336
FIG-4	5	.9	9	D	2350
FIG-5	6	.92	10	D	2353
FIG-7	7	.95	10	E	2365
FIHa	7	.9	13	F	2376

with a Class 5 cloaking device would require 18+18+18 or 54 points of space.

Restriction: Non-Starfleet starships only

Effect: Unless a successful System Operation (Sensors) test is made against a vessel's cloak rating, a cloaked vessel remains undetected. Detecting the cloaked ship merely indicates the vessel is present—it does not provide enough information to target the vessel unless an extraordinary success is achieved. (In such a case an attack can be made against a TN equal to the cloak rating. If hit, the cloaked vessel does not reduce penetration damage by its threshold as shields are unavailable. The ship must be re-detected every round.) A cloaked vessel that is undetected and then decloaks automatically gains surprise over all other vessels caught unaware, as well as selecting its range from target vessels. In subsequent rounds initiative is rolled as normal.

Mono-refracting Plating

Mono-refracting plating is a new development in stealth technology utilizing a composite hull alloy that

TABLE 1.11: WARP PROPULSION SYSTEM COSTS

Use this table or Table 9.9: Warp Propulsion System Costs on page 141 of the Narrator's Guide.

System	Space	Standard/Sustainable/Maximum Speed	Maximum Size	Reliability	Availability
WARP DRIVES (ORIGINAL COCHRANE UNIT SCALE)*					
WE-1	Size	1/1/1	4	A	2082
WE-2	Size+1	1/1.2/1.5	5	A	2101
WE-2c	SizeX2	1/1.4/1.8	5	A	2133
WE-5	(SizeX2)+1	3/4/5	5	B	2151
WE-6	(SizeX2)+2	3/4.5/6	6	B	2157
PB-1	Half Size	1/2/4	2	A	2166
PB-1 Mod 1	Half Size	2/4/5	4	B	2179
PB-4	1+half Size	3/4/6	6	B	2185
PB-4 Mod 2	2+half Size	3/6/6.5	5	C	2197
PB-8	3+half Size	4/5/6	7	C	2204
PB-16	4+half Size	5/6/7	7	C	2229
PB-32 Mod 3	4+half Size	6/7/8	6	D	2240
LN-64 Mod 3	5+half Size	7/9/12	7	D	2270
LN-72	6+half Size	8/10/13	6	D	2285
WARP DRIVES (MODIFIED COCHRANE UNIT SCALE)*					
LF-2	1	2/3.5/5	2	B	2312
LF-6	1	3/4/5	5	A	2317
LF-7X2	2	4/6/8.3	6	B	2320
LF-9X4	3	3/4/5	6	BB	2326
LF-10	4	5/6/8	7	C	2329
LF-12	4	5/7/9	5	D	2338
LF-17	5	5/7/9	7	B	2338
LF-20	5	6/7/9.2	6	C	2345
LF-35	5	6/9.2/9.8	7	D	2350
LF-41	5	6/9.2/9.6	8	D	2356
LF-44	6	6/9.5/9.7	10	C	2361
LF-45	6	6/9.6/9.9	6	C	2364
LF-47	7	6/7/8	9	E	2366
LF-50 Mod 1	8	9/9.5/9.99	8	E	2372
LF-62	8	8/9/9.4	11	F	2380

All fast, far, and light vessels pay -1 space for warp propulsion systems (minimum cost of 1).
Adjust the system availability by the group's system availability modifier, see page 7.
*** See OCU Versus MCU Warp Speeds**

TABLE 1.12: OCU-MCU CONVERSION CHART

Warp	OCU Speed	MCU Speed
1	1	1
2	8	10
3	27	39
4	64	102
5	125	214
6	216	392
7	343	656
8	512	1,024
9	729	1,516
9.2	778	1,649
9.6	884	1,909
9.9	970	3,053
9.99	997	7,912
9.9999	999	199,516
10	1,000	na
11	1,331	na
12	1,728	na
13	2,197	na

OCU to MCU = OCU^3

MCU to OCU = Cube root(MCU)

can absorb sensor signals, effectively rendering a vessel invisible.

Effect: System Operation (Sensor) tests made to detect the presence of this ship have a TN 14. Mono-refracting plating costs no power to operate and does not hinder a ship's ability to fire weapons, although shields negate its stealth abilities. Unfortunately, mono-refracting plating is useless against visual scans or when a vessel hides in a nebula, for example. In such cases the plating offers no stealth rating.

Propulsion Systems

A number of additional propulsion systems are included for constructing starships from the 21st century and beyond.

Sublight Propulsion

Starships require sublight drive systems, such as impulse engines, to provide thrust in order to propel themselves at slower-than-light speeds. They use the simple action-reaction principles of relativistic space, no matter whether it's through primitive chemical rockets or sophisticated ion drives. The components included here expand on those found in the *Star Trek RPG Narrator's Guide*, page 140.

Special: The Maximum Size entry on Table 1.10 refers to the largest hull size the particular engine may push. As hull sizes increase beyond the capabilities of engines, this presents problems for the starship designer. Purchasing an engine twice effectively upgrades it to be able to push a hull one size greater, and each additional purchase raises the maximum size rating for that engine by one. Multiple engine types may not be combined as they generate unstable shear forces.

Example: When designing a size 11 vessel, Pat has a short list of sublight engines from which to choose. He starts with the FIG-5 impulse engine consuming 6 space and with a maximum size 10. Selecting the engine again for 6 additional space increases the engine's maximum size to 11. His ship can now go .92 c with its FIG-5 engine at a cost of 12 space. Had his ship been designed after 2376 he could have simply purchased the FIHa impulse engine.

All destroyers and escorts pay -1 space for sublight engines (minimum cost of 1).

Adjust the system availability by the group's system availability modifier, see page 7.

Warp Propulsion Systems

The advent of the Warp 5 engine in the mid 22nd century helped usher in a new era of exploration for humanity. For other species, the invention of the warp drive was an equally important milestone in their history. The expanded listing of warp systems allows vessels to travel faster and further than ever before.

Starfleet (and other groups) have tried unsuccessfully to break the Warp 10 barrier through the use of transwarp. While several attempts have come close (and even achieved temporary success in the case with the *U.S.S. Voyager*), functional transwarp has continued to elude scientists. See page 16 for these alternate forms of faster-than-light travel.

Special: The Maximum Size entry on Table 1.11 refers to the largest hull size that an engine may push. As hull sizes increase beyond the capabilities of engines, this presents problems for the starship designer. Purchasing an engine unit twice effectively upgrades that given engine to be able to push a hull size one size greater. Each additional purchase raises the maximum size rating for that engine by one. Multiple engine types may not be combined as they generate unstable warp fields.

Example: When designing a size 10 vessel, Pat finds there are few engine options available to him. In addition, he wants his new vessel to be abnormally fast for its size. The LF-50 Mod 1 warp drive catches his eye at

8 space. Purchasing the engine twice for 16 space allows the engines to move a size 9 ship. Purchasing the LF-50 a third time allows the engines to move a size 10 ship at Warp 9.99 for a cost of 24 space.

OCU Versus MCU Warp Speeds

The warp speeds listed on Table 1.11 reflect two different scales: the Original Cochrane Unit scale (OCU) and the Modified Cochrane Unit scale (MCU). The MCU scale was adopted in the early 24th century and realigned the warp scale, providing for exponentially faster speeds as one reached Warp 10—the maximum theoretical possible speed. The OCU scale was linear-based and had no maximum rating, theoretical or otherwise. Table 7.1: Travel Times at Warp, provided in the *Star Trek RPG Narrator's Guide* on page 100, uses the MCU scale. To convert between the two scales, take the "# of times Speed/Light" column and determine its cube root—this will yield the OCU warp factor. Cube an OCU's warp factor to determine how fast times the speed of light a vessel may travel. Table 1.12 includes these calculations for you.

Alien Propulsion Systems

Different species utilize different design philosophies as the foundation of their technology, but even as diverse as cultures may be, many components are more alike than not. For example, nearly every alien species uses some kind of impulse drive to propel their vessels at slower-than-light speeds. Both the Cardassians and Klingons use hydrogen units as their primary form of propulsion, for example, while the Dominion favors ion drives because of their reliability and effectiveness.

For faster-than-light speeds, most alien technologies replicate the matter/anti-matter annihilation of Federation designs; standard warp drive design principles are remarkably common throughout the Galaxy. While Klingon warp drives, for example, are not typically as fast as their Starfleet counterparts, they are sturdier and more reliable. Cardassian engines are equally reliable due to their embedded hull design. Nonetheless, some species employ different means to achieve faster-than-light speeds. Romulan designs

TABLE 1.13: ALIEN SUBLIGHT SYSTEM COSTS

System	Space	Max c	Maximum Size	Reliability	Availability
BORG					
Impulse Coil	Size	.9	16	EE	-
CARDASSIAN/KLINGON					
C/K-HEU-1	4	.4	6	A	-/2104
C/K-HEU-2	4	.5	6	B	2226/2173
C/K-HEU-3	3	.4	7	BB	2267/2212
C/K-HEU-4	4	.6	6	C	2289/2245
C/K-HEU-5	5	.8	9	C	2326/2292
C/K-HEU-6	6	.9	9	D	2351/2335
C/K-HEU-7	7	.95	10	DD	-/2358
DOMINION					
DIIU-1	3	.75	6	C	2101
DIIU-2	4	.92	8	D	2257
DIIU-3	5	.9	10	E	2310
ROMULAN					
RIB	4	.5	5	A	2213
RIB-1	4	.5	6	B	2241
RIB-2	4	.8	7	BB	2277
Class 2	5	.9	8	C	2305
Class 4	6	.95	8	D	2328
Class 4A	6	.92	10	D	2355
Class 5	8	.95	12	E	2376

All destroyers and escorts pay -1 space for sublight engines (minimum cost of 1).
Adjust the system availability by the group's system availability modifier, see page 7.

TABLE 1.14: ALIEN FTL PROPULSION SYSTEMS

System	Space	Standard/Sustainable/Max. Speed	Max. Size	Reliability	Availability
BORG					
Warp Coil	Size	9.4/9.6/9.99	16	EE	-
Transwarp Coil	Size	9.9999	16	F	-
CARDASSIAN					
Type 1 DC	2	3/4/5	5	AA	2249
Type 2 DC	3	4/6/7.5	6	BB	2274
Type 3 DC	5	5/6/8	7	D	2287
Type 4 DC	6	5/7/9.2	8	CC	2321
Type 5 DC	7	5/9.5/9.7	8	DD	2348
DOMINION					
DIPU-2	3	5/7/8	8	C	2129
DIPU-3	3	5/7.5/9	6	C	2173
DIPU-4	4	5/8/9.4	7	D	2215
DIPU-5	5	5/9.2/9.6	6	D	2258
DIPU-6	6	5/9.4/9.7	10	E	2331
KLINGON					
STN2	2+half Size	2/3/4.5 (OCU)	6	BB	2143
STN3	3+half Size	3/4/6 (OCU)	7	C	2183
STN4	4+half Size	5/6/7 (OCU)	7	C	2232
STN5	4+half Size	6/8/10 (OCU)	6	D	2253
KWC	3+half Size	7/7.5/8 (OCU)	6	BB	2275
STN6	5	5/6/8	7	BB	2296
STN7	6	6/8/9	8	C	2330
STN8A	7	6/9.2/9.8	8	D	2351
STN9	8	7/9.2/9.6	10	E	2369
ROMULAN					
RWC	3+half Size	3/4/5 (OCU)	4	AA	2221
RWC-1	4+half Size	6/7/8 (OCU)	5	B	2250
RWC-2	5+half Size	6/8/9 (OCU)	6	C	2259
RWC-3	6+half Size	7/8/10 (OCU)	7	BB	2283
Type 2C	5	5/6.5/7.5	6	C	2298
Type 4C	6	6/7/8.5	6	D	2305
Type 5C3	7	5/7.5/9	8	D	2322
Type 5C5	7	5/8/9.2	9	CC	2337
Type 5C6	8	5/8/9.6	10	D	2358
OTHER					
Quantum Slipstream	4+half Size	9.99999	7	C	-

All fast, far, and light vessels pay -1 space for warp propulsion systems (minimum cost of 1).

Adjust the system availability by the group's system availability modifier, see page 7.

reflect their need to power larger starships, utilizing a quantum singularity to propel their flight. The Borg have found a way to successfully break the warp 10 speed barrier using transwarp technology. Similarly, a few individual species employ advances such as quantum slipstream drives, co-axial warp drives, and drives that create wormholes.

As with basic propulsion systems, an engine can be purchased multiple times in order to increase its maximum size rating. See page 14 for more details.

Transwarp

A form of space travel several orders faster than that of warp propulsion, the successful implementation of

TABLE 1.15: BEAM WEAPON COSTS

Use this table or Table 9.10: Beam Weapon Costs on page 140 of the Narrator's Guide.

Type	Space	Offense Value	Minimum Size	Availability
LASER CANNONS (Use Table 1.17 to determine penetration values)				
LCS-8	4	1	2	2065
LCS-42c	6	2	2	2089
LCS-75	8	3	3	2097
PLASMA WEAPONS (Use Table 1.17 to determine penetration values)				
TDM-8	2	1	-	2106
TDM-16.2	4	2	3	2128
TDM-28	5	3	3	2138
TDM-36.2	7	4	2	2143
TDM-64	8	6	4	2149
PHASE CANNONS (Use Table 1.17 to determine penetration values)				
PC-10a	4	3	4	2150
PC-25	5	4	5	2158
PC-30	6	5	3	2177
PC-50b	7	6	5	2184
PC-54/2	8	7	5	2199
PHASERS (Use Table 1.18 to determine penetration values)				
Type I	1	1	-	2220
Type II	1	2	2	2242
Type III	2	3	4	2244
Type IV	3	4	5	2245
Type V	4	5	3	2260
Type VI	5	6	2	2262
Type VII	5	7	4	2262
Type VIII	5	8	5	2284
Type IX	6	9	6	2322
Type X	6	10	5	2350
Type XI	6	11	7	2361
Type XII	7	11	5	2369

All heavy vessels purchase beam weapon arrays (any type) at -1 space (minimum cost of 1) each.
Adjust the system availability by the group's system availability modifier, see page 7.

transwarp is known to only a handful of species, such as the Borg.

Prerequisite: Installed transwarp coil (see Table 1.14) or following in the wake of a transwarp vessel.

Effect: A ship utilizing a transwarp drive is able to travel approximately 20 times faster than conventional warp drive. Use of a transwarp coil requires a Propulsion Engineering (Transwarp Drive) test every hour of use (TN 20) or else the coil fails and the ship is dumped back into normal space.

Use of a transwarp drive creates transwarp corridors through the subspace layer, creating a transwarp wake. Enemy vessels can use these wakes to follow a transwarp ship, even without a transwarp drive, by making a successful System Operation (Flight Control) test against a TN of 15; this test must be made within 2 rounds of the departing transwarp ship.

The Borg make extensive use of transwarp technology, even creating a series of permanent transwarp corridors and a "hub" that allows them to move throughout the Galaxy rapidly. The use of a permanent corridor increases the transwarp speed to 30 times that of standard warp drives.

Quantum Slipstream Drive

A ship with a quantum slipstream drive (QSD) can move at fantastic speeds, rivaling even those of transwarp. By generating a quantum slipstream and then "flowing" along it parallel to normal space, the starship bypasses the warp 10 speed barrier.

Effect: A functioning QSD is able to travel 300 light-years in an hour, or roughly 5 LY a minute. Velocity may not be altered when traveling through the slipstream—a vessel is either in the slipstream or not. Generating the slipstream requires the use of a deflector dish to generate a quantum pulse and alter the field geometry during flight. Unless the slipstream field is carefully monitored, a vessel can fall out of slipstream with dire effects. A successful TN 15 Propulsion Engineering (Slipstream Drive) test is required every hour to maintain the slipstream successfully. Failure drops the ship from the slipstream; complete or disastrous failure also inflicts 2d6+5 points of damage to the ship's Structure.

Tactical Systems

A number of new weapon systems are now included to allow the construction of vessels spanning across several centuries.

Beam Weapons

Over the course of military history, many types of beam weapons have been used for starship defense. For many species, the laser system is the first primary weapon system employed. Lasers have the benefit of

TABLE 1.16: MISSILE WEAPON COSTS

Use this table or Table 9.11: Missile Weapon Costs on page 141 of the Narrator's Guide.

Type	Space	Offense Value	Minimum Size	Availability
NUCLEAR/FUSION MISSILES (Use Table 1.17 to determine penetration values)				
SBM 8	3	1	3	2016
SBM 16/4	5	2	4	2020
SBM 32/4	6	2	3	2043
SBM 32/16	8	3	3	2051
SBM 64/16	10	4	4	2060
SPATIAL TORPEDOES (Use Table 1.17 to determine penetration values)				
FST Mk I	2	1	-	2111
FST Mk II	3	2	3	2125
FST Mk III	4	4	4	2148
FST Mk V	6	5	5	2160
PHOTON TORPEDO LAUNCHERS (Use Table 1.17 to determine penetration values)				
Mk 1 IF	2	3	3	2161
Mk 2 IF	3	4	4	2171
Mk 3 IF	5	5	4	2186
ADVANCED PHOTON TORPEDO LAUNCHERS (Use Table 1.18 to determine penetration values)				
Mk 6 IF	1	1	4	2198
Mk 10 IF	2	2	3	2206
Mk 12 IF	2	3	3	2233
Mk 6 DF	3	4	4	2268
Mk 22 DF	3	4	3	2275
Mk 25 (micro)	1	1	-	2364
Mk 40 DF	4	6	3	2290
Mk 50 DF	4	6	2	2302
Mk 60 DF	5	7	4	2320
MULTIFUNCTION TORPEDO LAUNCHERS (Use Table 1.18 to determine penetration values)				
Mk 75 DF	6	8	4	2347
Mk 80 DF	6	8	3	2356
Mk 90 DF	7	9	4	2361
MK 95 DF	7	10	5	2366

Cruiser classification vessels (CA, CB, CEX, CL, and CH) purchase missile weapons at -1 space cost (minimum cost of 1) each.
Adjust the system availability by the group's system availability modifier, see page 7.

being cheap, easy to design, and useful in a variety of applications. After the laser, the plasma cannon is often the next weapon developed. Although plasma energy makes a viable weapon, with its devastating destructive force, the size of their pre-firing chambers make them difficult to implement.

The next evolution is usually the phase cannon. Built on many of the same principles as the plasma cannon, the phase cannon accounts for EM dispersion and provide s a more concentrated energy delivery. Other species, notably the Romulans and Klingons, took the easier road, preferring to research and develop disruptor technology (see page 17). Eventually the phase cannon leads to the next evolutionary development: the phaser array. Combining the range and cost-effectiveness of the laser with the offensive punch of plasma energy, the phaser array marks the pinnacle of weapons technology available to most of the Alpha and Beta Quadrants.

Beam Weapon Rules

All beam weapons share a number of common characteristics. Some beam weapons, such as phasers, are more flexible and have different options.

Varying penetration: A commander may elect to do less penetration than the beam weapon's maxi-

TABLE 1.17: 21ST/22ND CENTURY BEAM & MISSILE WEAPONS

Offense Value	Beam Penetration	SBM Penetration	FST Penetration	Photon Penetration	Reliability
1	1/0/0/0/0	1/1/0/0/0	1/1/1/0/0	-	A
2	2/0/0/0/0	2/2/0/0/0	1/1/1/0/0	-	A
3	2/1/0/0/0	2/2/0/0/0	1/1/1/0/0	1/1/1/1/0	A
4	2/2/0/0/0	3/3/0/0/0	1/1/1/0/0	2/2/2/2/0	A
5	2/2/1/0/0	3/3/0/0/0	1/1/1/0/0	2/2/2/2/0	A
6	2/2/2/0/0	3/3/0/0/0	1/1/1/0/0	2/2/2/2/0	A
7-8	3/2/2/0/0	4/4/0/0/0	2/2/2/0/0	3/3/3/3/0	B
9-11	3/3/2/0/0	4/4/0/0/0	2/2/2/0/0	3/3/3/3/0	B
12-15	3/3/3/0/0	4/4/0/0/0	2/2/2/0/0	4/4/4/4/0	B
16-20	4/3/3/0/0	4/4/0/0/0	3/3/3/0/0	4/4/4/4/0	B
21-30	4/4/3/0/0	4/4/0/0/0	3/3/3/0/0	5/5/5/5/0	AA
31-50	4/4/4/0/0	4/4/0/0/0	4/4/4/0/0	5/5/5/5/0	AA
51 and up	5/4/4/0/0	4/4/0/0/0	5/5/5/0/0	6/6/6/6/0	AA

mum value, perhaps in order to only knock out a system versus causing wide-scale structural damage, particularly when facing smaller vessels. No skill test is required but the modified penetration value must be determined prior to comparing to a vessel's threshold rating (see page 114, *Star Trek RPG Narrator's Guide*).

Targeting Systems: Only vessels with beam weapons may use the Target Systems (T) maneuver (*Star Trek RPG Narrator's Guide*, page 119). A vessel that has no functioning beam weapons may not use this maneuver, nor may it be used with torpedoes.

Warp Speeds: Beam weapons, unless the ACB Jacketing (page 28) edge is selected, may not be fired at warp speeds.

Plasma Limitation: A plasma weapon, because of the pre-charge time required to fire, can only be fired once every-other-round, unless a TN 15 Systems Engineering (Weapons Systems) test is made by the ship's engineer or tactical officer. This test must be made each time a vessel wishes to fire its plasma weapons on subsequent (back-to-back) rounds.

Phasers: Only phaser weapons may be modified to disrupt an electrical grid, stun, vary their frequency (*Star Trek RPG Narrator's Guide*, pages 105 and 106), or receive the Pulse trait (page 28). An extended TN 50 System Operation (Tactical) test with a test interval of an hour can modify a ship's phaser to drill through rock or other hard substances. A vessel can drill up to half the beam array's penetration (do not round) in kilometers, per hour. Disruptors may not be modified with these enhancements.

Missile Weapons

As with beam weapons, missile technology over the years continues to improve, with several types being employed. Years before beam systems would become effective weapons, the missile or torpedo is the weapon system that ships rely upon exclusively to protect themselves. Beginning with nuclear- and fusion tipped missiles, these multiple-warhead missiles can be launched towards their target with either pre-programming or adaptive tracking systems. These early missiles not only carry an impressive destructive force but also have a byproduct of releasing lethal levels of radiation. They also are difficult to maintain and provide little margin for error, and crew are never excited at the prospect of riding along side sixteen fusion missiles each armed with four high-yield independent warheads.

During the early 22nd century a new missile weapon is developed—the spatial torpedo. Smaller in size and several magnitudes safer to deploy, the spatial torpedo is also capable of being fired at warp speeds. Miniature warp sustainers allow the spatial torpedo to continue to cruise towards its intended target. For all their explosive potential, however, the advent of the deflector shield proves to be an effective counter to the torpedo.

The photon torpedo uses the same basic design of the spatial torpedo but instead harnesses the destructive combination of matter and antimatter in a controlled detonation to maximize the resulting explosion. This principle has proven so successful over the years that photon torpedos remain the most widely used missile weapon for most spacefaring powers.

Missile Weapon Rules

Missile weapons, such as torpedoes, are characterized by their larger damage potential and increased range. These bonuses come with some limitations.

Fixed penetration: A torpedo's yield (penetration) is normally fixed but may be altered; doing so requires a successful TN 15 System Operation (Tactical) test. This test must be made for every torpedo salvo and the penetration set prior to launch.

Targeting systems: The Target Systems (T) maneuver (*Star Trek RPG Narrator's Guide*, page 119) may not be used with missile weapons.

Warp speeds: Missile weapons, thanks to miniature warp sustainers, may be fired at targets while at warp or sublight speeds.

Launchers: No vessel may have a number of launchers greater than twice the ship's size.

Splash damage: Torpedoes lack the finesse of beam weapons and as such inflict half their penetration damage to the firing vessel when used at point blank range. Plasma torpedoes do not suffer this limitation.

Mines

An age-old tactic in warfare, a minefield denies an enemy access to a flank or other sensitive area where forces cannot be dedicated to cover. Unfortunately most minefields are deployed and forgotten about—until inadvertently discovered much later.

Effect: Mines are typically nothing more than static torpedo warheads with a proximity detonator. Most mines are visible in order to serve as a warning, however cloaked mines are not entirely unheard of. The density of a minefield determines how difficult it is for a starship to traverse without being struck. The average minefield density requires three successful TN 15 System Operation (Flight Control) tests to cross without triggering a mine attack. On a failure, make an attack test with a bonus of +5 to strike the triggering vessel. Calculate the penetration damage using the standard warhead type for the species and time period responsible for deploying the mines and an Offensive Value of 50 (mines do not move). Cloaked vessels may traverse a minefield with a TN 5 test.

Quantum Torpedoes

Developed in 2355, the quantum torpedo is based on the same technology as the photon torpedo but uses a zero-point field reaction chamber to generate a larger destructive force.

Prerequisite: Mk 75 or greater torpedo launcher

Effect: Calculate penetration as normal for the launcher, but increase by 1 point per range category when quantum torpedoes are used. On most starships both photon and quantum torpedoes are available and can be selected at the time of firing. For convenience, Table 1.18 includes a column with quantum torpedo penetration ratings calculated.

Tricobalt Devices

Powerful destructive charges, tricobalt devices are used in special circumstances to destroy large pieces of interstellar debris or constructs. They are ineffective weapons against most vessels.

Prerequisite: Mk 90 or greater torpedo launcher

Effect: A tricobalt device must be prepared and

TABLE 1.18: 23RD/24TH CENTURY BEAM & MISSILE WEAPONS

Use this table or Table 9.12: Beam & Missile Weapons on page 142 of the Narrator's Guide.

Offense Value	Beam Penetration	Photon Penetration	Quantum Penetration	Reliability
4 or less	2/2/2/0/0	2/2/2/2/0	3/3/3/3/0	A
5-9	3/3/2/0/0	3/3/3/3/3	4/4/4/4/4	A
10-14	4/3/3/0/0	4/4/4/4/4	5/5/5/5/5	B
15-24	4/4/4/0/0	5/5/5/5/5	6/6/6/6/6	B
25-34	5/5/4/0/0	6/6/6/6/6	7/7/7/7/7	C
35-44	6/5/5/0/0	7/7/7/7/7	8/8/8/8/8	C
45-59	6/6/6/0/0	8/8/8/8/8	9/9/9/9/9	D
60-74	7/7/6/0/0	9/9/9/9/9	10/10/10/10/10	D
75-89	8/7/7/0/0	10/10/10/10/10	11/11/11/11/11	E
90-109	8/8/8/0/0	11/11/11/11/11	12/12/12/12/12	E
110-134	9/9/8/0/0	12/12/12/12/12	13/13/13/13/13	F
135 and up	10/9/9/0/0	13/13/13/13/13	14/14/14/14/14	F

TABLE 1.19: DEFENSIVE SYSTEM COSTS

Use this table or Table 9.13: Deflector Shield Costs on page 143 of the Narrator's Guide.

System	Space	Protection Rating Base/Max Threshold		Reliability	Availability
HULL PLATING					
Type I	Size	7	-	-	2035
Type II	Size	8	-	-	2058
Type III	Size	9	-	-	2072
HULL POLARIZATION					
HPG Mk 1	3	10	0/0	AA	2110
HPG Mk 2	4	10	0/1	B	2136
HPG Mk 3	6	11	0/1	C	2150
DEFLECTOR SHIELDS					
PFF 1	2	12	1/1	A	2180
PFF 2	4	12	1/2	A	2215
PFF 2a	6	13	1/3	B	2245
PFF 3	8	14	1/3	B	2271
CIDSS-1	8	13	1/4	AA	2274
CIDSS-2	9	14	1/4	C	2284
CIDSS-3	9	15	1/3	C	2320
CIDSS-4	10	16	1/3	BB	2337
FSQ	11	17	2/4	D	2350
FSQ-1A	Size	12	1/1	BB	2352
FSQ-2	Size	14	1/1	CC	2359
FSQ-7	12	17	2/4	CC	2366
FSR	13	17	2/4	E	2368
FSR-2	14	17	2/5	E	2370
FSS *	15	17	2/5	E	2371
FSS-3 *	16	18	3/6	F	2371

Explorers and large warships (BA, DR, EX, EXH, EXL) purchase deflector shield grids at -2 space cost (minimum cost of 1). They purchase additional threshold beyond the base normally.

Adjust the system availability by the group's system availability modifier, see page 7.

* = This shield grid is regenerative.

armed prior to firing, requiring a full round action. Unlike torpedoes, the yield of a tricobalt device may be set for a specific level of destructive force. A tricobalt warhead can be set for a penetration value of 10 or less for each warhead. Tricobalt warheads are launched as per a torpedo but may not be used at warp and are easy to avoid as they lack any self-guidance. The maximum range of a tricobalt device is short. Tricobalt devices are not standard ordinance on starships and require a TN 20 Administration (Starfleet) test to properly requisition (though other species may vary at Narrator discretion)

Offensive Capabilities

To properly reflect the span of four centuries, a weapon's penetration value, range, and reliability are calculated on two separate tables based on the appropriate era. A third table is used for plasma torpedoes only, Table 1.23 on page 24. Use the correct table as indicated under the appropriate weapon heading for either beam or missile weapons.

If the ship designed uses mixed weapons from multiple eras, calculate the weapons individually to determine their penetration. Determine reliability individually but use the highest reliability rating for all of the weapon systems. During combat these weapons may be individually chosen to fire, but never at the same time. If the weapons damage track is reduced to "System Offline" then all weapons are unavailable.

Example: Randy is designing a turn-of-the-century starship armed with older PC-50b phase cannons (Table 1.15) and a Type II phaser array (Table 1.15). He calculates the penetration values for each weapon sys-

TABLE 1.20: SHIELD STRENGTH TRACK

This table replaces Table 7.9: Shield Strength Track found on page 114 of the Narrator's Guide

Strength	Effect (if any)
10	Full strength
9	Bridge panel shorts! (TN 10 Stamina to shrug off or stunned 1d6 rounds)
8	
7	Shield protection rating reduced by 1
6	
5	Primary system hit, make a roll on Table 7.10 (*Star Trek RPG Narrator's Guide*)
4	Shield threshold reduced by 1 (minimum 0)
3	
2	Bridge hit, console explodes! (1d6 wounds)
1	Primary system hit, make a roll of Table 7.10 (*Star Trek RPG Narrator's Guide*)
0	Shields down! Protection set to 5, no threshold.

tem separately using Tables 1.17 and 1.18 respectively. The better calculated reliability of the two is used for both systems.

Defensive Systems

It is an old axiom in the annals of military history that when someone invents a new weapon, a new defense to counter it isn't far behind. The earliest defense for most spacefaring cultures is simply hull plating, nothing more than additional layers of physical protection used to stop incoming attacks. Although this raises a vessel's protection rating, it does not diffuse damage very well. (This is different than ablative armor (*Star Trek RPG Narrator's Guide*, page 143) which reinforces not only the ship's hull but also its structural integrity system, making it harder to destroy.)

Hull polarization grids are similar to hull plating, and are often the next advance in defensive systems. They hull plates are constructed from "smart" materials so that when a charge is run through the hull the molecules rearrange, taking on a substantially more resilient form. Not only does this make the vessel harder to damage by increasing its protection rating but it can also help distribute damage across the surrounding areas. Polarization grids afford a small bit of added protection with their threshold ratings.

The most widely used form of defensive protection is the deflector shield grid, and they are often the next technological advance. Shield grids have been expanded over the years to provide even greater forms of protection beyond those found in hull plating or polarization grids.

Defensive systems are always purchased for the entire starship—they need not be selected separately for sub-ships (except for shuttlecraft, which are built separately). A ship with a threshold rating receives its base rating (zero or higher) free of charge with the system. Additional threshold, up to the maximum listed for the system on Table 1.19, can be added at a 1:1 ratio. Starship designers are never required to purchase additional threshold for their starships, although it is recommended.

Multiple defensive systems have no effect when used in conjunction. Always use the best-installed system. The exception is hull plating—any vessel may have hull plating installed, however it has no effect unless the hull polarization or shields are down.

Example: Larry installs an FSQ shield grid and Type II hull plating on his starship. The hull plating has no effect during a battle until the shields collapse. Normally his vessel's protection rating would drop to 5 (*Star Trek RPG Narrator's Guide*, page 114), but because of its hull plating the protection instead drops to 8 (the value for hull plating).

Polaron Weakness: Prior to 2373, all Starfleet shield systems have a glaring vulnerability to polaron-based weapons, such as those used by the Dominion, providing no resistance (threshold) to stop incoming attacks. A TN 25 Systems Engineering (Deflector Systems) test can determine the nature of the limitation while an extended test of the same kind with a total TN of 100 is required to implement the solution (every attempt represents twelve hours).

Regenerative Shielding

The starship is equipped with shields capable of siphoning off energy from incoming attacks and using it to bolster its own protection.

Prerequisite: A regenerative shield grid, such as the FSS or FSS-3

TABLE 1.21: ALIEN BEAM WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
BORG (Use Table 1.18 to determine penetration values)				
Cutting Beam	10	See description	6	-
Energy Drain	15	See description	8	-
Feedback Pulse	20	See description	10	-
Particle Beam	6	12	6	-
BREEN				
Energy Drain	20	See description	7	2369
CARDASSIAN/KLINGON (Use Table 1.17 to determine penetration values)				
C/K-GDM-1	4	4	3	-/2132
C/K-GDM-2	5	6	4	2231/2157
CARDASSIAN/KLINGON (Use Table 1.18 to determine penetration values)				
C/K-GDM-3	3	4	2	2288/2216
C/K-GDM-4	4	6	5	2303/2251
C/K-GDM-5	6	10	6	2343/2326
C/K-GDC-1	8	14	8	-/2357
DOMINION (Use Table 1.18 to determine penetration values)				
DPB-1	4	7	2	2120
DPB-2	5	8	3	2238
DPB-3	6	10	4	2306
ROMULAN (Use Table 1.17 to determine penetration values)				
RPFD-1	5	4	4	2189
RPFD-2	5	5	5	2221
ROMULAN (Use Table 1.18 to determine penetration values)				
RPFD-3	5	8	5	2289
RPFD-4	7	11	8	2327
RPFD-5	8	13	9	2363

All heavy vessels purchase beam weapons at -1 space (minimum cost of 1) each.
Adjust the system availability by the group's system availability modifier, see page 7.

Effect: When the defending vessel's shields are hit by an energy attack, roll 2d6. On a roll of doubles the shield recovers 1 point of shield strength. A ship's shield strength cannot exceed 10 (the maximum) and a shield system that is offline is unable to regenerate. No damage need necessarily make it past the ship's threshold; the ship simply needs to be successfully struck.

Example: The *Enterprise*-E is under attack from several Son'a ships and its shields have taken damage, lowering their strength to 7. On the next round the Son'a ships miss with all of their weapons; the *Enterprise*'s regenerative shielding is unable to reinforce itself (it must be hit to trigger a roll). On the subsequent round, the Son'a successfully hit the *Enterprise* but are unable to penetrate her shields. A regeneration roll is made for the *Enterprise*'s regenerative shielding to recover 1 point to its shield strength (so long as the shields remain active).

Updated Shield Strength Track

The shield strength track has been updated to clarify effects that result during combat.

Alien Tactical Systems

Many different factions have developed their own unique weapon systems, different from those found in the Federation.

Beam Weapons

Nearly every species uses a variation of the disruptor, essentially a function of plasma discharge coupled with small amounts of antimatter to yield a stronger, more coherent, energy beam. The main benefit of the disruptor over a phaser lies in its raw power—disruptors are not finesse weapons. Unfortunately, the power of a disruptor limits its usefulness in non-combat situa-

TABLE 1.22: ALIEN MISSILE WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
BORG (Use Table 1.18 to determine penetration values)				
Photonic Missiles	6	18	8	-
Photonic Missiles (micro)	2	6	2	-
KLINGON PHOTON LAUNCHERS (Use Table 1.18 to determine penetration values)				
KT-X	4	3	3	2147
KT-Y	4	5	5	2177
KP-2A	2	3	3	2191
KP-5	3	4	3	2230
KP-6	6	9	4	2258
KP-8	7	10	5	2295
KP-10	8	12	5	2344
ROMULAN NUCLEAR FUSION MISSILES (Use Table 1.17 to determine penetration values)				
RNF-1	3	4	3	2155
RNF-2	4	5	4	2186
ROMULAN PLASMA TORPEDOES (Use Table 1.23 to determine penetration values)				
RPT-1 Plasma	8	14	3	2239
RPT-3 Plasma	10	18	5	2287
RPT-5 Plasma	12	22	8	2348
RPT-8 Plasma	16	30	9	2377

Cruiser classification vessels (CA, CB, CEX, CL, CH) purchase missile weapons at -1 space cost (minimum cost of 1) each.
Adjust the system availability by the group's system availability modifier, see page 7.

tions—disruptors may not be modified to stun an area, alter beam dispersion, or disrupt electrical grids (see Chapter Seven: Starship Operations, pages 150-106 of the *Star Trek RPG Narrator's Guide*). Even so, most species consider these limitations to be minor.

Some groups, like the Dominion, use polaron beams rather than phasers or disruptors, though they are similar to disruptors in both function and form. For a short period after encountering the Dominion, Starfleet shields were unable to offer any resistance to Dominion polaron weapons. Fortunately, after studying the problem, Starfleet engineers were able to correct the vulnerability in 2373. Use the Dominion entries for ships incorporating polaron emitters.

All alien beam weapons use Table 1.17 or Table 1.18 to determine their penetration ratings, as indicated on Table 1.21.

Cutting Beam

The ship is armed with a tight beam designed to cut through another ship's hull, rather than simply destroy it. Once an opening has been made the enemy vessel may be boarded or the section removed for analysis by tractor beam. Using a cutting beam, an opposing ship can be literally cut apart.

Prerequisite: Installed cutting beam (see Table 1.21), held by tractor beam.

Effect: The cutting beam ignores shields by employing a specially modulated frequency and is particularly effective at cutting through the ship's hull. The cutting beam typically removes a section of hull equal to size 1, causing 5 points of structural damage. Use the system damage chart (page 115 of the *Star Trek RPG Narrator's Guide*) to randomly apply a point of damage to a random system. Using the cutting beam is a full round attack action (no other maneuvers may be used).

Energy Drain

Instead of inflicting damage, the ship is equipped with a weapon that drains energy from enemy targets and disables systems, leaving it vulnerable to subsequent attacks.

Effect: A target ship's protection rating is increased by 5 for purposes of defending against an energy drain weapon. If the target ship is hit, however, every system (sensors, operations, life support, and so forth) must immediately make a TN 15 reliability test or be rendered inoperable (mark off all damage tracks). Crew may attempt to bring systems back online using the

rules found on pages 122 and 123 of the *Star Trek RPG Narrator's Guide*.

Special: A Borg energy drain weapon only affects shields and drains 3 points of strength per successful attack. Once shields collapse they may not be brought back up until the energy drain weapon is disengaged or disabled. Regenerative shields may not roll to recover strength when hit by an energy drain weapon (see page 24).

Feedback Pulse

A feedback pulse reverses the energy discharge flow of a weapon, turning it back against the attacker.

Prerequisite: Installed feedback pulse (see Table 1.21), attacker must use a beam weapon.

Effect: The defending ship must ready an attack maneuver in order to engage its feedback pulse (no test required). If no enemy ships fire at the defender then another maneuver must be spent to "fire" the feedback pulse in the next round. If an attacker successfully hits the defender while the feedback pulse is active ("fired"), then the attacker also suffers damage from their own attack. Resolve the attack as normal against the defender and also apply damage against the attacker with the following alterations: The feedback pulse ignores shields, so threshold does not reduce the damage and neither is shield strength lowered. A feedback pulse may only be used against beam weapons and is ineffective against phasers with the pulse upgrade.

Missile Weapons

Missile weapons employed by alien species have only slight differences from those used by the Federation. Aside from nuclear/fusion missiles and spatial torpedoes (see Table 1.16, page 20), almost all species use a form of the photon torpedo. While different factions use different names for photon torpedo technology, the underlying design remains the same.

TABLE 1.23: PLASMA TORPEDO PENETRATION

Total Offense Value	Plasma Penetration
9 or less	3/2/1/0/0
10-14	4/3/2/1/0
15-24	5/4/3/2/1
25-34	6/5/4/3/2
35-44	7/6/5/4/3
45-59	8/7/6/5/4
60-74	9/8/7/6/5
75-89	10/9/8/7/6
90-109	11/10/9/8/7
110-134	12/11/10/9/8
135 and up	13/12/11/10/9

Alien vessels may either select missile weapons from Table 1.16 on page 20 (accounting for their weapons availability modifier) or supplement their choices with Table 1.22: Alien Missile Weapons.

The Romulans employ a special type of missile weapon: the plasma torpedo. Use Table 1.23 to calculate the penetration values for ships equipped with plasma torpedo launchers.

Plasma Torpedoes

A ship equipped with plasma torpedoes can launch a withering attack that can overwhelm an opponent, especially at close range.

Prerequisite: Installed plasma torpedo launcher (see Table 1.22).

Effect: Use Table 1.23 to determine the penetration value of all installed plasma torpedo launchers. On a successful hit, plasma torpedoes inflict their penetration damage based on the attacker's range from the target. A plasma torpedo causes no splash damage to the attacker at point blank range, unlike other missile weapons.

TABLE 1.24: BLIND LUCK EFFECTS

System	Effect
Transporters	Can beam through shields
Sensors	Can detect cloaked vessels (no stealth rating)
Cloaking Device	Can fire while cloaked; ship phases through matter
Impulse System	Can execute a free Helm maneuver per round
Warp System	Gain unusual warp capability (transwarp, quantum slipstream drive, and so on)
Beam Weapon	ignores shields (threshold)
Missile Weapon	Ignores shields (threshold)
Shield Grid	Threshold doubled

TABLE 1.25: PROTOTYPE EFFECTS

System	Allowed Values (+ Edge/- Flaw Ranges)
Operations	Reliability (+0/-4)
Life Support	Reliability (+0/-4)
Sensors	Bonus (+1/-2), Reliability (+2/-4)
Cloak	Rating (+1/-2)
Sublight Engine	Max c (+2/-6), Reliability (+4/-6)
Warp Engine	Speed category (+2/-6), Reliability (+4/-6)
Beam Weapon (each)	Offense value (+1/-1)
Missile Weapon (each)	Offense value (+0/-1)
Defensive System	Protection (+1/-4), Maximum Threshold (+1/-0), Reliability (+2/-4)

Starship Traits

The edges described on the next few pages make a starship distinctive or unique. When including these edges, use the rules found on page 142 of the *Star Trek RPG Narrator's Guide*.

New Edges

Edges provide a bonus or benefit to the starship, either by enhancing the ship's performance or augmenting the abilities of her crew.

ACB Jacketing

In order to allow beam weapons to be fired at warp speeds, the ship's arrays have been modified with an annular confinement beam (ACB).

Restriction: Only phasers may receive this upgrade.

Effect: The ship's beam weapons can be fired at warp speeds. This edge may be combined with other edges for cumulative effects (an ACB Jacketed Pulse phaser array, for example).

Blind Luck

Your crew or design team has been able to overcome a significant limitation in a system, allowing it to perform in unintended ways.

Effect: Select any one component or system and remove a limitation using Table 1.24 for suggested effects. This effect is unique to this vessel alone and may not be reproduced intentionally in mass-production. In addition, the system is automatically affected by the Battle Scarred flaw (*Star Trek RPG Narrator's Guide*, page 145). Once the system fails on a roll of doubles (1s, 2s, 3s, and so on), as indicated by the Battle Scarred flaw, this edge and the flaw are lost permanently and may not be repurchased.

Famous

The starship, or earlier vessels of the same name, is well known because of its exploits, and those of her crew.

Effect: Any Renown test receives a -5 TN modifier to determine information about the vessel, its history, or its commanding officer and primary crewmembers (such as the Crew). Depending on circumstances, this may cause a normally aggressive enemy to parley instead of attacking outright. Details on Starship Renown are found on page 30.

Monotanium Plating

The starship employs unique hull plating effective in reflecting sensors, making it difficult to scan or lock onto the target.

Effect: Increase all System Operation (Sensor) tests made to detect the starship by +4TN, including attempting a Lock On maneuver. Monotanium plating does not make the vessel invisible to sensors like a cloaking device—it only makes scanning the interior and locking on weapons more difficult.

Upgrade: The difficulty increases by +8 TN.

Prototype

The starship includes experimental technology or new advances in starship design, making it the first of its kind.

This trait is unique in that it may be taken as either an edge or a flaw, depending on the end-result. This trait is classified as an edge when any shift enhances or grant a bonus over the base system's functionality. This trait is classified as a flaw when any shift reduces the functionality of a system.

Effect: Take one value of an installed system and "shift" that value up or down a number of rows indicated on Table 1.25: Prototype Effects. The new value

of the shifted row is inherited by the existing system, reflecting a quantum leap in design or disastrous shortcoming. Only those values listed on Table 1.25 can be shifted in such a manner.

No system may receive a number of row shifts that cause a system to go off the chart—such a shift must halt at the end of the chart.

Special: This trait has a variable cost. When taken as an edge the amount of space spent is equal to twice the number of row shifts taken. As a flaw, the amount of space received is equal to half the number of row shifts taken, rounded down (minimum one). For example, if a sensor system has its reliability reduced by three row shifts then the vessel receives +1 space. If that same sensor system had its sensor bonus increased by one row shift, then 2 points of space are spent. Vessel classification space modifiers never adjust the cost of this trait.

Upgrade: No system may have a single value shifted beyond the allowed range listed on Table 1.25, although different system values may be shifted (such as a sensor system's bonus increased and its reliability decreased).

Pulse Weapon Upgrade

By using rapid-discharging EPS capacitance banks the starship's beam weapons have been upgraded so as to deliver a layered pulse of destructive energy. This pulse effect causes significantly more damage up close but disperses rapidly, limiting overall range.

Restriction: Only phasers may receive this upgrade.

Effect: Calculate the penetration value of the ship's beam weapons and increase by +1 for the point blank range category. Lower the penetration value for all other range categories by a like amount. A penetration value of 1 can be reduced to zero, limiting the effectiveness of the beam weapon to point blank range only.

Spiral Wave Upgrade

The starship's weapons have been upgraded to utilize spiral wave disruption patterns rather than the conventional energy dissipation associated with disruptors. This makes for a more effective disruption of a target's shields.

Restriction: Disruptors only

Effect: On a successful hit that reduces the shield strength, reduce the strength by an additional point. (See page 114 of the *Star Trek RPG Narrator's Guide*.) For example, a complete success reduces shield strength by 2, a superior success by 3, and an extraordinary success by 4. On vessels that have regenerative shielding, a spiral wave disruptor prevents making a regeneration roll (see page 24 for more details).

Maneuvers

These additional maneuvers provide more strategic and tactical options in combat and are ranked by tier. For more information about starship maneuvers and their use, see the rules in the *Star Trek RPG Narrator's Guide*, beginning on page 116.

Tier One Maneuvers

Tier one maneuvers are basic moves, not particularly difficult to pull off but the mainstay of most starship battles.

Minimal Aspect (Helm)

The starship performs a series of pitches and rolls in order to present the smallest possible aspect (profile) to enemy vessels, making the vessel harder to hit.

Prerequisites: None

Duration: Instant

TN: 10

Effect: Minimal Aspect allows a ship to break an opponent's Lock On maneuver. If the attacking ship does not have a Lock On, then the defender adds +2 to its protection rating against all attacks until the next executed Helm maneuver. The Come About (H) and Hard About (H) maneuvers have the same basic effect but are more effective when facing only one vessel while Minimal Aspect affects all vessels targeting the executing ship.

Tier Two Maneuvers

More advanced than the simple maneuvers of tier one, these moves are more difficult to execute but grant better advantages in battle.

Cloaked Attack (Tactical)

The acting vessel comes in and disengages its cloak, making an immediate strafing attack to maximize damage before an enemy vessel can defend itself.

Prerequisites: Must Close (H) by two range increments in one maneuver

Duration: Instant

TN: 15

Effect: This maneuver allows the acting vessel to swiftly decloak and strike its target, achieving a free Multiweapon maneuver and reducing the target's range to either point blank or close. The tactical officer must have an individual action available to use the Multiweapon maneuver, and must make a skill test as normal (see Multiweapon maneuver, page 119 of the *Star Trek RPG Narrator's Guide*). If this maneuver fails,

the ship drops its cloak but is unable to bring its weapons to bear, and its shields remain down until the next round.

Scorpion Evasive (Helm)

A ship performing this maneuver conducts evasive maneuvers dangerously close to an opposing vessel in hopes of having weapons fire targeting the acting vessel hit the enemy instead.

Prerequisites: Point blank range; cannot be used at Full Stop (H)

Duration: Instant

TN: 20

Effect: The ship turns and dives at its primary target while a second enemy ship targets the acting vessel. The acting vessel executes a series of evasive maneuvers hoping to draw fire that instead hits its primary target. Increase the acting vessel's protection by +5. Any shots that would normally hit the target vessel but miss because of the +5 protection increase instead hit the primary target vessel, regardless of its protection rating. Resolve damage as normal. In addition, the acting vessel may make a free Fire (T) maneuver against its primary target, provided the tactical officer has an individual action available.

Tier Three Maneuvers

All tier three maneuvers are Command maneuvers, and require precise timing and specific conditions. They often combine multiple actions into a single effect.

Pentis Maneuver (Command)

Developed by Commander Pentis of the starship *Blackthorne*, the Pentis Maneuver uses the hull of the acting starship as a "lightening rod" to absorb discharge from an ion storm and redirect through the main deflector as a coherent energy beam.

Prerequisites: Full Stop (H); requires an ion storm within point blank range

Duration: Instant

TN: 25

Effect: An exceedingly difficult and dangerous maneuver, the acting starship first places itself in harm's way by coming to a full stop within or next to an ion storm. The ship's hull is then charged, attracting ion discharge from the storm and funneling it through the main deflector. An immediate Multifire action is made for free against all enemy vessels within range. A successful hit inflicts the ion storm's rating times 5 in penetration to the enemy vessel and burns out the acting starship's main deflector array, preventing the use of this maneuver again (until repaired). In the case of level 6 or stronger ion storms, also apply the ion storm's damage to the acting vessel's structure, even if it did not perform the maneuver while inside the storm.

Maneuvers by Tier

Tier One	Type
Minimal Aspect	Helm (H)
Tier Two	**Type**
Cloaked Attack	Tactical (T)
Scorpion Evasive	Helm (H)
Tier Three	**Type**
Pentis Maneuver	Command (C)
Riker Maneuver	Command (C)
Slingshot Effect	Command (C)

Riker Maneuver (Command)

Named after Commander Riker of the starship *Enterprise*, the Riker Maneuver is not only difficult to perform but requires the availability of dangerous nebulae gasses to use as a last-ditch weapon. When successful, however, the Riker Maneuver can turn the tide of battle.

Prerequisites: Disengage (H); must be at point blank or short range and access to nebulae gasses

Duration: 1 round

TN: 20

Effect: The acting starship must first Disengage from its opponents, pulling them in behind in order to have them in the acting vessel's wake. After reactive gasses are collected through the vessel's Bussard collectors (or other suitable system) they are then vented into the wake of the vessel, leading the targets into the gas cloud (metreon gas is preferred). The gas is then ignited (no test required), surrounding the enemy vessels. All enemy vessels within point blank or short range take 2d6+5 points of structural damage with shields offering no protection. On an unsuccessful test for this maneuver, the enemy vessels successfully avoid the explosive patch.

Slingshot Effect (Command)

The acting starship attempts to slingshot itself around a star in order to achieve sufficient velocity to break the temporal barrier.

Prerequisites: Disengage (H); Warp 8 (OCU) ability

Duration: Instant

TN: 25

Effect: The exact details of this maneuver are classi-

fied for obvious reasons, but should a commander be able to make the necessary calculations, the slingshot maneuver can allow the starship to travel through time. (While this maneuver is of little use during starship combat, it is included here for purposes of completeness.) With a failed skill test, compare the test result to the TN and for every number by which it failed the ship arrives 1d6 days early or late. On a complete failure the window is measured in years. On a disastrous failure the vessel not only does not reach their intended time, but also slips in to another quantum reality (alternate universe).

STARSHIP RENOWN

Starships, as much as the Crew, are characters in a Star Trek adventure. They are home to their crews, and engender devotion and even love from those who serve aboard them. They can be stubborn or stalwart or touchy, just like a person. And as the starship participates in important events and overcomes obstacles (with the help of the Crew), they earn a reputation for their accomplishments.

Starship Renown is synonymous with character Renown (page 148 of the *Star Trek RPG Player's Guide*). Just as characters earn Renown for their trials and their accomplishments starships can earn renown for much the same thing. Renown is a measure of how recognizable a starship is, even outside its own fleet. When the *Enterprise* under Captain Kirk is in the area, the Klingons know it, and think twice about pulling any shenanigans.

Earning Renown

Starship Renown, like character Renown, is awarded by the Narrator after an episode for a particularly noteworthy accomplishment. The more Renown a ship amasses, the easier it is for others to remember and recognize it. Being posted to a famous starship with a high Renown can also bolster a character's individual renown—everyone wants a posting to the *Enterprise*, the most prestigious ship in the fleet.

Ships that perform particularly heroic actions or overcome great odds may receive more Renown than those that do not. Record the ship's Renown on its starship profile, or alternately the player with the highest ranking character can keep track of the ship's Renown on her character sheet. Use the guidelines on page 127 of the *Star Trek RPG Narrator's Guide* when awarding starship Renown.

Should a starship be destroyed but later re-commissioned, such as the *U.S.S. Enterprise* to the *Enterprise-A*, the new vessel receives half the original ship's Renown.

Recognition

The most basic use of starship Renown is a recognition test to determine if another party has heard of, or is familiar with, the ship in question. In some cases this can provide important tactical information on a vessel on a particularly good roll.

A recognition test is typically an Intellect test against a TN determined by the by the size of the region of space where the ship operates (see Table 1.26). Alternately, a character's Tactics or appropriate Knowledge skill may be substituted when making this test, at the Narrator's discretion.

A ship's Renown modifier adds to this roll, making it easier to recognize particularly famous ships over those that have few accomplishments. Consult Table 8.6: Renown Modifiers in the *Star Trek RPG Player's Guide* to determine the modifiers for your vessel's current renown.

On a complete or superior success the character has not only heard about the ship but also a bit about its history, providing a +2 bonus to any History tests. With an extraordinary success, the character's +2 bonus is expanded to include any Computer Use tests related to the vessel in question. In addition, the Narrator should also make available the vessel's starship display to the character.

Example: The *U.S.S. Endeavour*, a *Constitution*-class starship that has earned 8 (+1) Renown patrols the Federation/Klingon border when a Klingon warship decloaks and hails the *Endeavour*. The Narrator secretly rolls a Renown test to see if the Klingon captain has heard of the *Endeavour*. The Narrator rolls a 5 and a 6 for a total of 11, adding +1 to the total for the *Endeavour*'s modifier and another +3 for the Klingon captain's Tactics. The final total of 15 is equal to the required TN and the Klingon has heard of the *Endeavour*, but only in passing.

Renown and Social Tests

Sometimes a ship's reputation, and perhaps that of its crew, may precede it. In such a case a starship's Renown modifier can also modify social tests made by its captain and crew. What Klingon wouldn't think twice of attacking the *Enterprise* under the command of James T. Kirk?

TABLE 1.26: BASE RECOGNITION TEST DIFFICULTIES

Difficulty	Example	Region
TN 5	Local	The same fleet (8th Fleet), same class of starship, same home starbase.
TN 10	System	The same planet or star system
TN 15	Sector	The same sector or organization (Starfleet, IKDF)
TN 20	Neighboring Sectors	The same sector and adjacent sectors
TN 25	Quadrant	The same quadrant (Alpha, Beta)
TN 30+	Galaxy	Multiple quadrants in the same Galaxy.

TABLE 1.27: RECOGNITION TEST MODIFIERS

TN Modifier	Circumstance
+0	Target is of the same fleet (Starfleet)
+1	Target is of a different but friendly/allied fleet
+3	Target is of a different but hostile species (23rd century Humans and Klingons)
-5	Target has the Famous trait
-3	Target participated in a noteworthy action related to the recognition test

Applying a starship's Renown modifier to social tests is a twofold process. First, the character must be recognized through a recognition test. (Character recognition tests are covered on pages 148-149 of the *Star Trek RPG Player's Guide*.) Second, with a successful character recognition test, the character making the test can now test to recognize the starship. Bonuses (or penalties) for starship Renown modifiers are cumulative with character Renown. Remember, recognition tests are conducted as free-actions.

If the character recognition test fails, the character making the social test can make reference to their starship as part of their Influence or Persuade test, thus prompting a starship recognition test. Characters with the Command 1+ or Promotion 3+ edges are automatically recognized for their starship with a successful character recognition test, and the starship Renown modifier can be applied to his or her social tests. With a success in both character and starship recognition tests, the character knows the ship on which the subject character serves and the ship's Renown modifier is applied to the social test. Finally, the starship must be present in order for its Renown to affect social tests. Captain Kirk can't draw upon the fame of the *Enterprise* if the ship has left orbit (although he could try to bluff his way out of trouble).

Narrators should keep the circumstances of the encounter in mind when determining whether a starship recognition test is warranted. An alien culture with warp drive capability may or may not have heard of a ship, but a primitive culture certainly wouldn't have. Similarly, the effects of Renown are relative depending on the parties involved. While the *Enterprise* merits a positive bonus for Influence (Intimidate) tests made against Klingons, it merits a negative modifier for Influence (Charm) tests involving Klingons.

Example: Lieutenant Ward enjoys a drink at the starbase bar when an unruly Klingon approaches her. The Narrator makes a recognition test to determine whether or not the Klingon has heard of Ward. This test fails, and the warrior has no idea who he's talking to. No starship recognition test is made (because the Klingon has no reason to suspect Ward serves aboard the *Resolute*). Ward's player decides to intimidate the Klingon by asking "are you sure you want to mess with an officer from the *Resolute*?" Now, the Narrator makes a starship recognition test for the Klingon. This is a success—he knows of the starship—and Ward's player can include her starship's Renown modifier to her social test.

Example: The unruly Klingon next bothers Ensign Jones. The Narrator makes a recognition test for the Klingon, and fails. Jones' player tries to drop the name

TABLE 1.28: STARSHIP ADVANCEMENT PICKS

Picks	Effect
1	+1 additional space
2	+1 Starship Renown
3	Gain new starship edge or upgrade existing starship edge
3	Overcome a starship flaw
4	+1 Maneuver Modifier
5	Upgrade/install a new system

TABLE 1.29: LONG RANGE SENSOR BONUSES

Range Category	Standard Resolution (half bonus)	High Resolution (full bonus)
Point Blank	3 LY	less than 1 LY
Short	5 LY	2 LY
Medium	10 LY	3 LY
Long	15 LY	5 LY
Extended	20 LY	6 LY

of his ship, the runabout *U.S.S. Nile*. The Narrator makes a starship recognition test for the Klingon, and this fails too. The Klingon has never heard of the *Nile*. When Jones makes his Influence (Intimidate) test, he not only does not add his Renown modifier or his ship's, he fails the social test. The Klingon laughs and grabs the hapless Jones for a sound pummeling.

Example: Lieutenant Maxwell (Command 1) has been captured by Pakleds. The Narrator makes a character recognition test for them, and they succeed. Not only do they know him, but because he's a bridge officer they also know he serves aboard the Resolute. If Maxwell's player makes an Influence (Intimidate) test to convince them to let him go, he automatically adds his Renown modifier and his starship's Renown modifier. Had the character recognition test failed, the Pakleds would have no idea who they'd captured or his affiliation with the *Resolute*.

STARSHIP EXPERIENCE

In reality not all starships, even those of the same class, are cookie-cutter versions of each other. A starship improves, develops, and even undergoes setbacks just like a character, developing its own unique "personality"—an unusual hum in the deck plating as the ship exceeds Warp 4 or a torpedo launcher the Crew was able to improve upon. In time the Crew's starship should change and grow in order to distinguish one *Galaxy*-class starship from another, for example.

Starships, like player characters, can gain the benefit of expend advancement picks. Unlike characters, however, starships do not earn experience, as such. Instead, characters may elect to pool their resources and use advancement picks towards improving their starship. Such improvements are not without risk, however. Just as a carefully crafted character may be lost over the course of play, so too can a starship, and the advancement picks invested in it.

To use advancement picks towards improving a starship, the players willing to participate designate the number of their advancement picks they wish to contribute. Advancement picks used in this way may not be "saved" or "carried over" from adventure to adventure; they must be used immediately. The players should agree upon how they use their picks. Alternately, they may leave the decision in the hands of the highest-ranking player character.

Advancement picks spent to upgrade a starship must conform to all the rules outlined in this book and the *Star Trek RPG Narrator's Guide* under starship construction. For example, a cloaking device may not be installed on a Federation starship without first picking up the Unique System trait and ensuring that the necessary space is available. Even so, such picks may be approved or rejected by the Narrator due to campaign considerations.

ADVANCEMENT PICKS

When players elect to allocate advancement picks to improve their starship, consult Table 1.28: Starship Advancement Picks and the heading descriptions for more details on how to spend picks. Regardless, no more than five picks may be spent between each episode to upgrade a starship. Any improvements occur between adventures (see Narrative Interludes, *Star Trek RPG Narrator's Guide*, page 41).

ADDITIONAL SPACE: Each pick expended adds one point of available space that can be used for expanding or installing additional systems. This space adds to any already available space that may exist. Adding space does not allow one to upgrade/install new systems—those must be purchased separately at a cost of 5 picks. Structure may never be raised, even by offsetting the amount of space that was advanced by "spending" structure during design—internal structure compromised during the design process may not be improved.

RENOWN: Spending two picks improves the starship's Renown by +1.

GAIN OR UPGRADE EDGE: The ship picks up a new edge or upgrades an existing one, reflecting its experience gained during the series.

REMOVE A FLAW: One of the starship's flaws, such as a Design Defect, has been overcome and fixed. Remove the flaw from the starship profile and its associated penalties.

MANEUVER MODIFIER: Add +1 to any maneuver modifier category (Command, Helm, or Tactical) up to the maximum allowed for your vessel's classification. (See the *Star Trek Narrator's Guide*, page 142.)

UPGRADE OR INSTALL SYSTEM: Provided you have the space available, you may upgrade a system from one type to another, or install a brand new system. In the case of upgrading a system—from a CIDSS-3 shield grid to a CIDSS-4 shield grid for example—recalculate any affected ratings such as protection and threshold (make sure to have enough available space to purchase said threshold). In the case of adding a new system, such as a phaser array, recalculate your array's penetration rating accounting for the new offensive value (if it goes up). Systems being replaced have their space "refunded" towards the new system. Special or unique systems may first require the purchase of the necessary edge prior to installation.

TABLE 1.30: SHIP EXPLOSIONS

Every vessel that is the indicated range from an exploding ship takes the listed damage, reduced by shield threshold (if available), regardless of affiliation. No test is required to hit the vessels caught in the explosion.

RANGE	DAMAGE
POINT BLANK	SHIELD STRENGTH -1, HALF SIZE+1D3
Short	Shield strength -1, half Size
All others	None

EXPANDED STARSHIP RULES

While the rules presented in the *Star Trek RPG Narrator's Guide* provide a foundation from which to run cinematic combat within the Star Trek RPG, a number of more specific and advanced rules exist to add additional realism to your game. The Narrator should review and decide which of these adjustments are appropriate for their campaign. Some basic rules have been expounded upon in more detail.

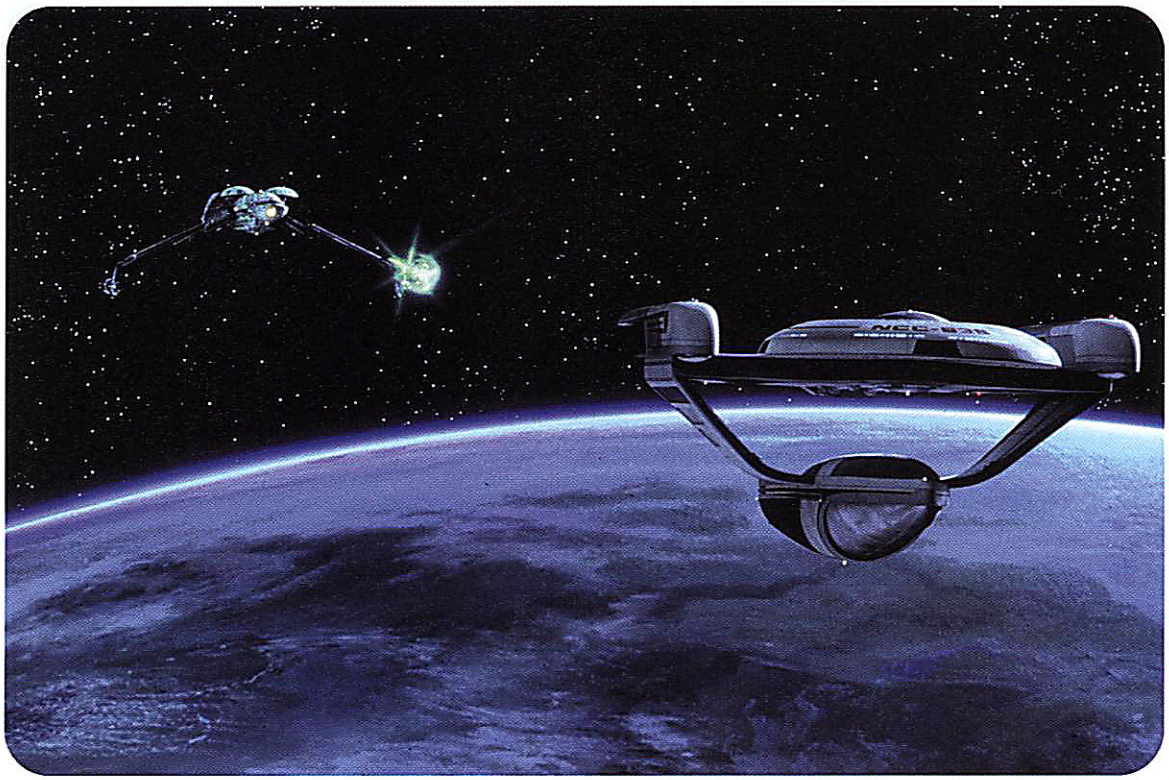
Core Breech

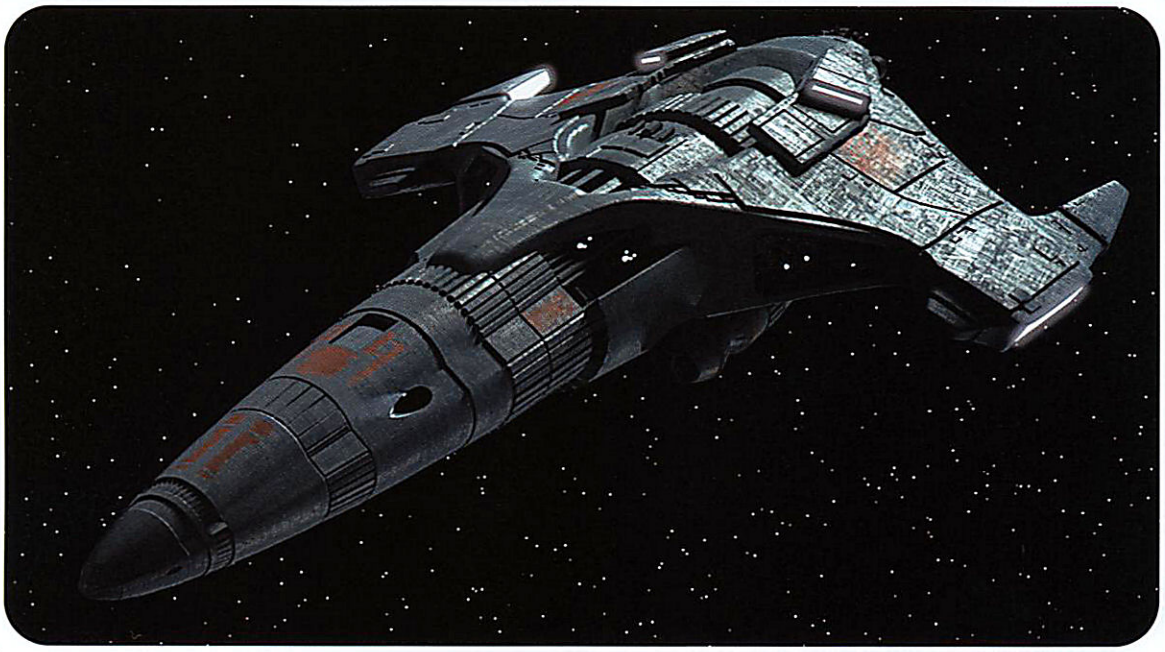
When the propulsion system goes offline, resulting in a possible core breech, or dramatic circumstances call for it, the characters may be called upon to save the ship "just in the nick of time." A core breech can be detected by several key systems but with limited time available to resolve (1d6+2 rounds). The Narrator may elect to share the time remaining until a core breech via a computer countdown, or leave the exact timing unknown.

A possible core breech can be contained by a Propulsion Engineering (Warp Engines) test with a cumulative test result of 45. Each test takes one round to perform. For every block of structural damage the ship has taken (5-point increments), increase the TN by 1. Characters receive a one-time test bonus equal to the reliability of the propulsion systems. If a vessel is so badly damaged that the engineering teams do not feel they can contain the breech in time, the core may be ejected. Ejecting the warp core is a Propulsion Engineering (Warp Drive) Simple (TN 5) test, again modified by the amount of damage the vessel has taken.

If the core explodes, see Ship Explosions (page 35) for more detail on the game effects.

Example: The *Resolute* contains propulsion systems with a reliability rating of C (+4 reliability modifier) and has taken 25 points of damage to its structure. Several hits to the propulsion system have filled the damage track, taking the system offline and resulting in a potential core breech. The Narrator secretly rolls, determining that the core will explode in 5 rounds unless Owen's character, the engineer, is able to avert disaster. The TN to stop the core breech is a base 45, increased by 5 (1 point per 5-point block of structural damage), for a total of 50. For Owen's first roll he receives a bonus of +4 to his test: the reliability modifier of the propulsion system. He can make a Propulsion Engineering (Warp Drive) test every round to contain the breech, trying to accumulate a final





result of 50 or higher. Subsequent tests do not receive the +4 reliability modifier bonus. Were Owen unwilling to risk the ship, he could simply eject the core, a TN 20 test (base TN 15 plus 1 per 5-point block of structure damage).

Initiative

Follow the rules on page 112 of the *Star Trek RPG Narrator's Guide* to determine initiative. In the result of a tie, the commander with the highest level in Tactics goes first. If both commanders have the same Tactics level, the one with a relevant specialty (if appropriate) goes first; otherwise the commander with the largest vessel (by size) goes first. Finally, if the tie cannot be resolved in this manner, re-roll ties between any tying commanders in order to resolve the deadlock.

In the case of rolling for initiative at the start of starship combat only, as opposed to rolling every round, a commander that loses initiative and has to reveal one or two maneuvers does so only at the beginning of the first round of combat—they do not have to reveal maneuvers during subsequent rounds.

If initiative is checked every round then commanders may have to reveal their maneuvers every round depending on the initiative results. Please note, rolling for initiative every round, while resulting in a more dynamic flow of combat, will also cause combat to take longer to resolve. Also, commanders that lose initiative on one round and then win on the next could potentially execute four maneuvers in succession (two on the prior round, two on the current round) without an opponent being able to counter.

Sensors

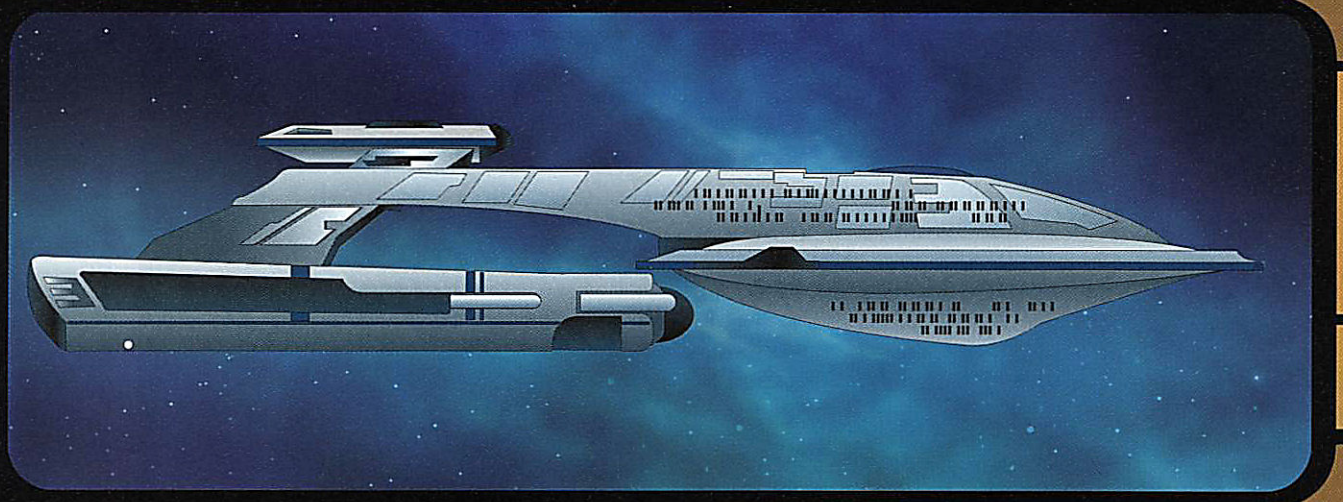
During starship combat ships rely on their short-range lateral sensors to provide valuable data about other vessels. The quality of a vessel's sensor array can provide a bonus to sensor tests when used. Outside of starship combat, however, these array bonuses were not originally accounted for when using the ship's long-range sensors.

Use Table 1.29: Long Range Sensor Bonuses to apply a vessel's sensor array bonus towards long-range sensor use. Reference Table 1.29 to determine the correct range category and apply the vessel's sensor array bonus (if any).

A vessel's standard scanning resolution (medium) provides a reduced bonus when scanning. A sensor array receives its full sensor bonus when performing high resolution scanning, but at the cost of decreased range.

Ship Explosions

Basic rules for handling a ship explosion are found on page 233 of the *Star Trek RPG Narrator's Guide* under Hazards. For more specific detail, consult Table 1.30: Ship Explosions. Unlike most shockwave hazards, a ship explosion during starship combat may not be evaded.



Starfleet Akira-class

Heavy Cruiser; Commissioned: 2368

PROPULSION DATA

Impulse System: FIG-5 (.82c) (D)
Warp System: LF-35 (6/9.2/9.8) (D)

HULL DATA

Structure: 40 (5 ablative armor)
Size/Decks: 7/26
Length/Height/Beam: 464/87/316
Complement: 500

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 70
Life Support: Class 4 (E)
Operations System: Class 3 (D)
Sensor System: Class 4 (+4/E)
Separation System: No
Shuttlebay: 1 f, 2 a
Shuttlecraft: 21 Size worth
Tractor Beams: 1 ad, 1 fd
Transporters: 4 standard, 4 emergency

TACTICAL DATA

Phasers: Type X (x3/D)
Penetration: 5/5/4/0/0
Torpedo Launchers: Mk 80 (x6/D)
Quantum Penetration: 8/8/8/8/8
Deflector Shield: FSQ-7 (CC)
Protection/Threshold: 17/4

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, +1 H, +3 T
Traits: Ablative Armor

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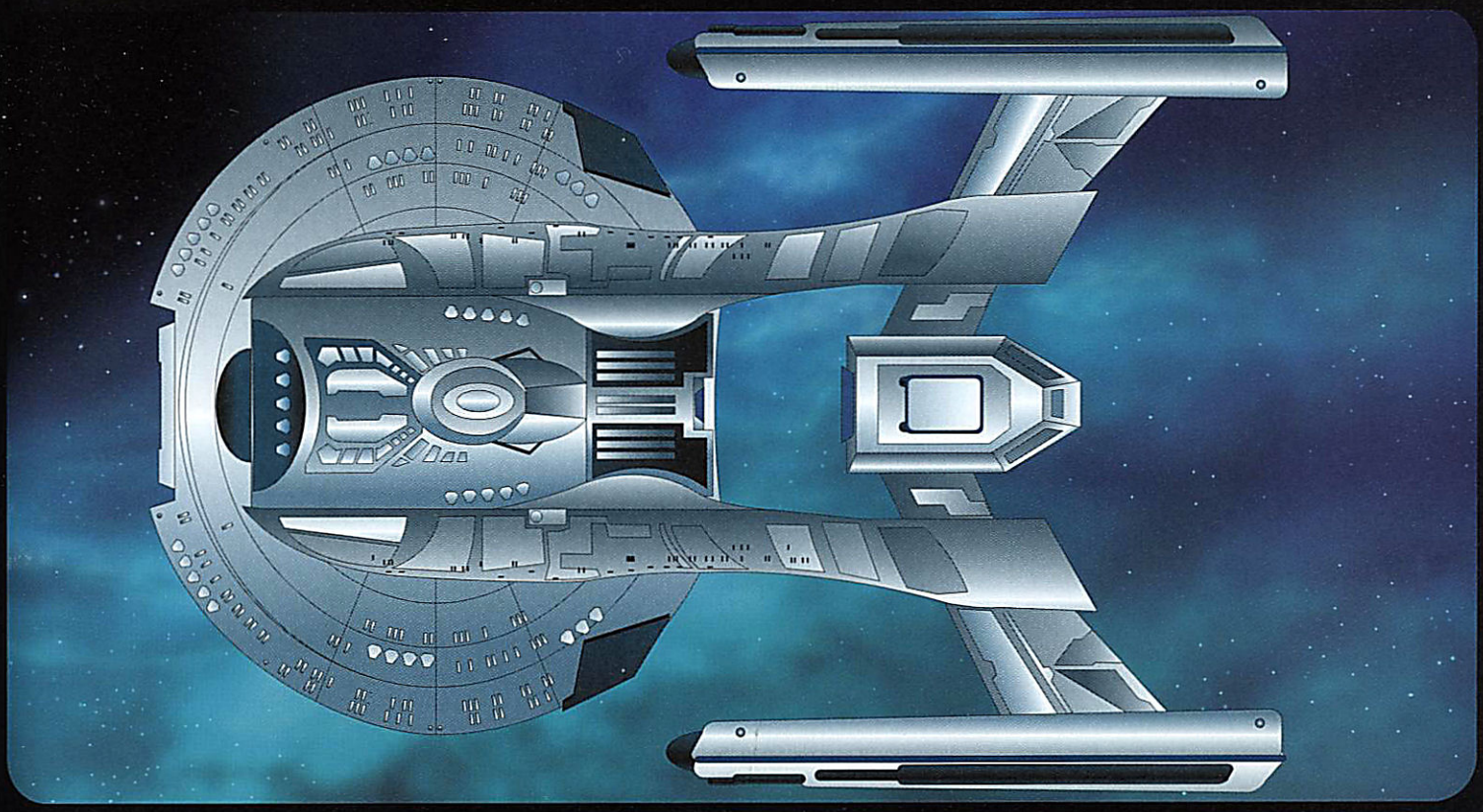

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Mission

The *Akira*-class is a fast attack heavy cruiser, designed for superior speed, durability, and firepower. It is capable of a number of different tactical profiles, such as first strike, deep reconnaissance, incursion, and perimeter defense. The *Akira*-class' multiple torpedo launchers gives it the ability to engage a number of enemy targets at long range, while maneuvering to a more tactically advantageous position thanks to its speed and handling characteristics. In a support role, the class' ability to deploy and recover a number of support craft make it useful for ground, planetary, and station support, as well as long-range patrol.

Outside of conflict, the *Akira*-class is an excellent sensor and staging platform, as its shuttlebays allow it to transport a large number of vehicles, supplies, and/or personnel for missions ranging from colonization to planetary evacuation.

Features

The *Akira*-class is one of the first Starfleet designs focusing primarily on superior firepower and the projection of force in a quick and decisive manner. To that end, the class' primary armament are its multiple torpedo launchers, allowing it to lay down an impressive amount of firepower over vast distances. The Mk 80 missile launchers are capable of utilizing both photon and quantum torpedo ordinance, although most Akira-class ships are nearly exclusively armed with quantum torpedoes, due to their front-line and quick-strike capabilities. For short-range tactical response, the class mounts several phaser arrays, supplementing the existing torpedo payload. These two combinations provide the Akira-class with a devastating first-strike capability.

While the *Akira* already represents new thinking in Starfleet's starship design, with the inclusion of her torpedo launchers, the *Akira* also incorporates three quick-pressure shuttlebays. The single forward bay, located on the primary hull, serves as the primary launching facility, while two bays, located aft of the primary hull, are used for shuttle recovery. Shuttlecraft range from the standard Starfleet multi-role craft to specialized fighters, used for picket defense or patrol duty. Squadrons of such craft allow the class to fulfill a unique support role and project a Starfleet presence farther than most other starships.

The LF-35 linear warp drive provides a maximum speed of warp 9.8, allowing *Akira*-class ships to be deployed in a relatively short amount of time. Enhanced sensors and reinforced operations systems ensure that the class is able to remain combat-worthy and effective, even under less than ideal circumstances.

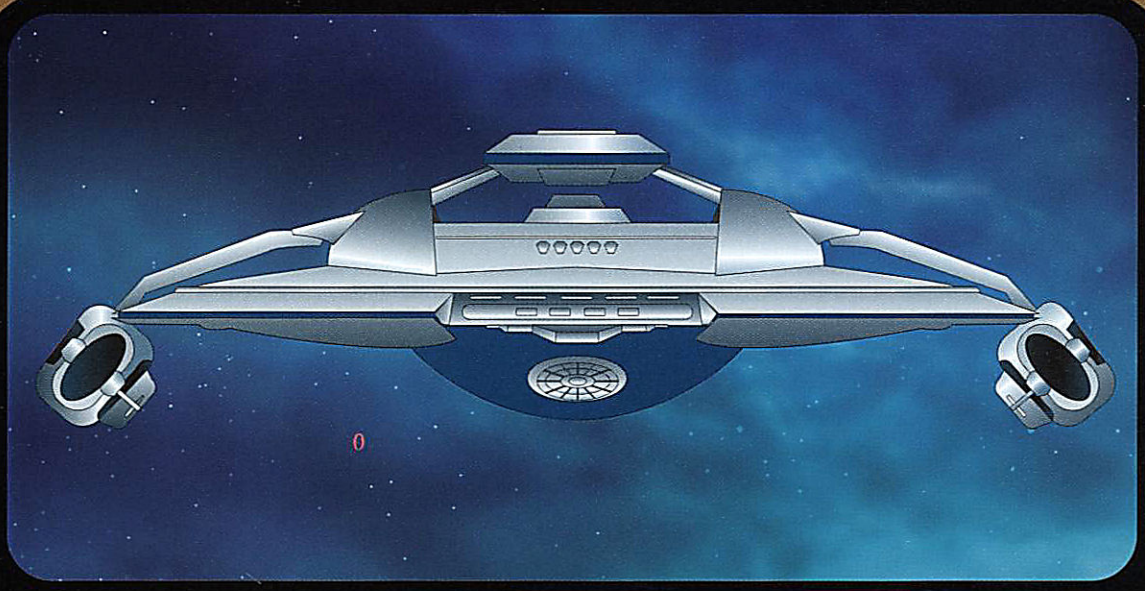
Defensively, as with most PDD designs, the *Akira*-class has an ablative armor reinforced hull and one of Starfleet's most proven shield generator designs, the FSQ. With a standard mission profile rated at three years, the *Akira*-class is designed to operate for up to 18 years until its first scheduled refit and overhaul.

Background

Originally envisioned as merely a test-bed for new phaser and torpedo technology, the *Akira*-class was never initially designed for mass-production or as a front-line combat vessel. Akiras were pressed into development after the destruction of a sizable portion of Starfleet at the Battle of Wolf 359, bringing this experimental design to the spotlight, under the auspices of the Perimeter Defense Directive (PDD). The PDD sought to rectify what was viewed as glaring weakness in the defense of the Federation with older, less combat-effective starships bearing the bulk of the weight.

The *Akira*'s first, and perhaps most noteworthy, deployment occurred in 2373 in the defense of Sector 001 from Borg incursion. While a number of Starfleet vessels took part in the action, the *Akira*-class performed with distinction, among them the *U.S.S. Thunderchild*. Limited engagements against Cardassian and Tholian forces also helped bolster confidence in the admiralty that the *Akira*-class was indeed a viable starship design. With formal approval given, the *Akira*-class reached wide-scale production and their mettle would be tested in the coming years.

The outbreak of war with the Dominion extracted a terrible toll on all sides during the conflict, while time and time again the *Akira*-class distinguished itself as a reliable and effective design. Conflicts at the Chin'toka System and Deep Space 9 during Operation Return have ensured the *Akira*-class' place in history, for neither offensive can be spoken without acknowledging the *Akira*'s significant contributions.

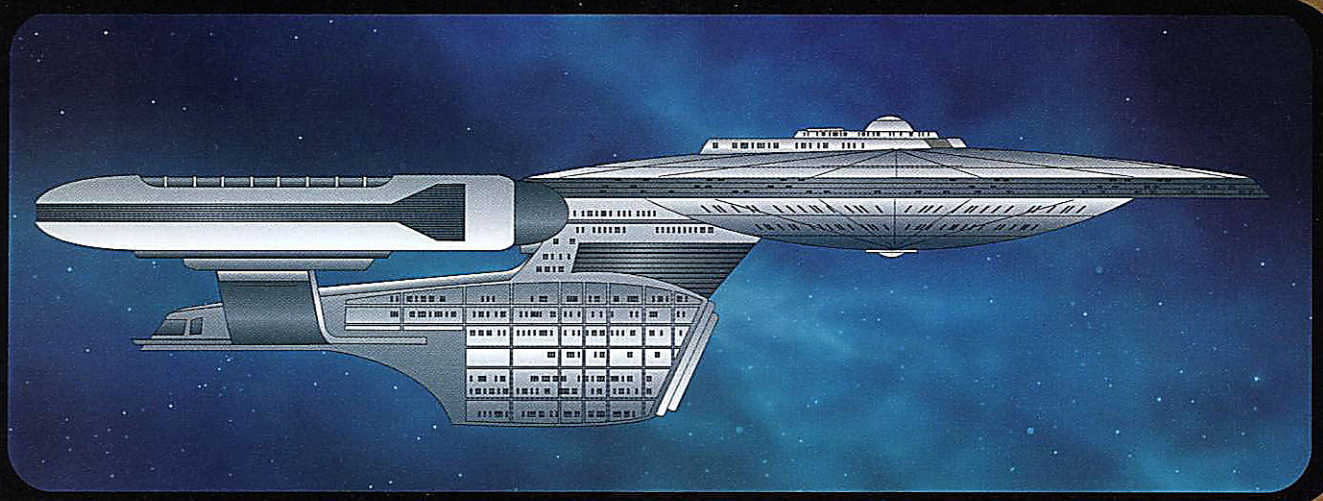


Starfleet Akira-class

Heavy Cruiser; Commissioned: 2368

Ships in Service

Name	Registry	Notes
U.S.S. Akira	NCC-62497	Prototype of the line
U.S.S. Black Elk	NCC-62878	Lost during routine patrol of Cardassian border (2369)
U.S.S. Geronimo	NCC-62501	Destroyed in Chin'toka System by Dominion forces (2374)
U.S.S. Mateo	NCC-63002	Responsible for the destruction of five Galor cruisers during Operation Return (2374); (R7, Famous)
U.S.S. Nez Perce	NCC-62891	Took part in the Romulan blockade of 2368
U.S.S. Osceola	NCC-62743	Destroyed Dominion ketracel-white facility on Narciso II (2373)
U.S.S. Rabin	NCC-63293	Responsible for discovery of the Technis IV micro-wormhole and mapping of the Bellis Expanse
U.S.S. Red Cloud	NCC-63306	Participated in the Second Battle of Vulcanis and was responsible for the rescuing of over 250 personnel afterwards (2374)
U.S.S. Spector	NCC-63015	Participated in the recovery of the experimental U.S.S. Prometheus seized by Romulan forces (2374)
U.S.S. Susquehanna	NCC-63419	Engaged Tholian forces during the Draconis IX Perimeter Action (2371)
U.S.S. Thunderchild	NCC-63549	Assisted in the defense of Sector 001 from Borg attack (2373); (R12, Famous)



Starfleet Ambassador-class

Heavy Cruiser; Commissioned: 2322

PROPULSION DATA

Impulse System: FIB-3 (.75c) (B)
Warp System: LF-17+ (5/7/9) (B)

HULL DATA

Structure: 40
Size/Decks: 8/40
Length/Height/Beam: 525/361/133
Complement: 900

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 100
Life Support: Class 2R (CC)
Operations System: Class 2R (CC)
Sensor System: Class 2 (+2/C)
Separation System: No
Shuttlebay: 1 a
Shuttlecraft: 8 Size worth
Tractor Beams: 1 av, 1 fv
Transporters: 8 standard, 8 emergency

TACTICAL DATA

Phasers: Type IX (x2/E)
Penetration: 6/6/6/0/0
Torpedo Launchers: Mk 60 DF (x5/E)
Photon Penetration: 7/7/7/7/7
Deflector Shield: CIDSS-3 (C)
Protection/Threshold: 15/3

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, +1 H, –2 T
Traits: Hardened System (Weapons)

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- A-BEV REC 37 11N 676 224 146 367 937 927 03473 6732
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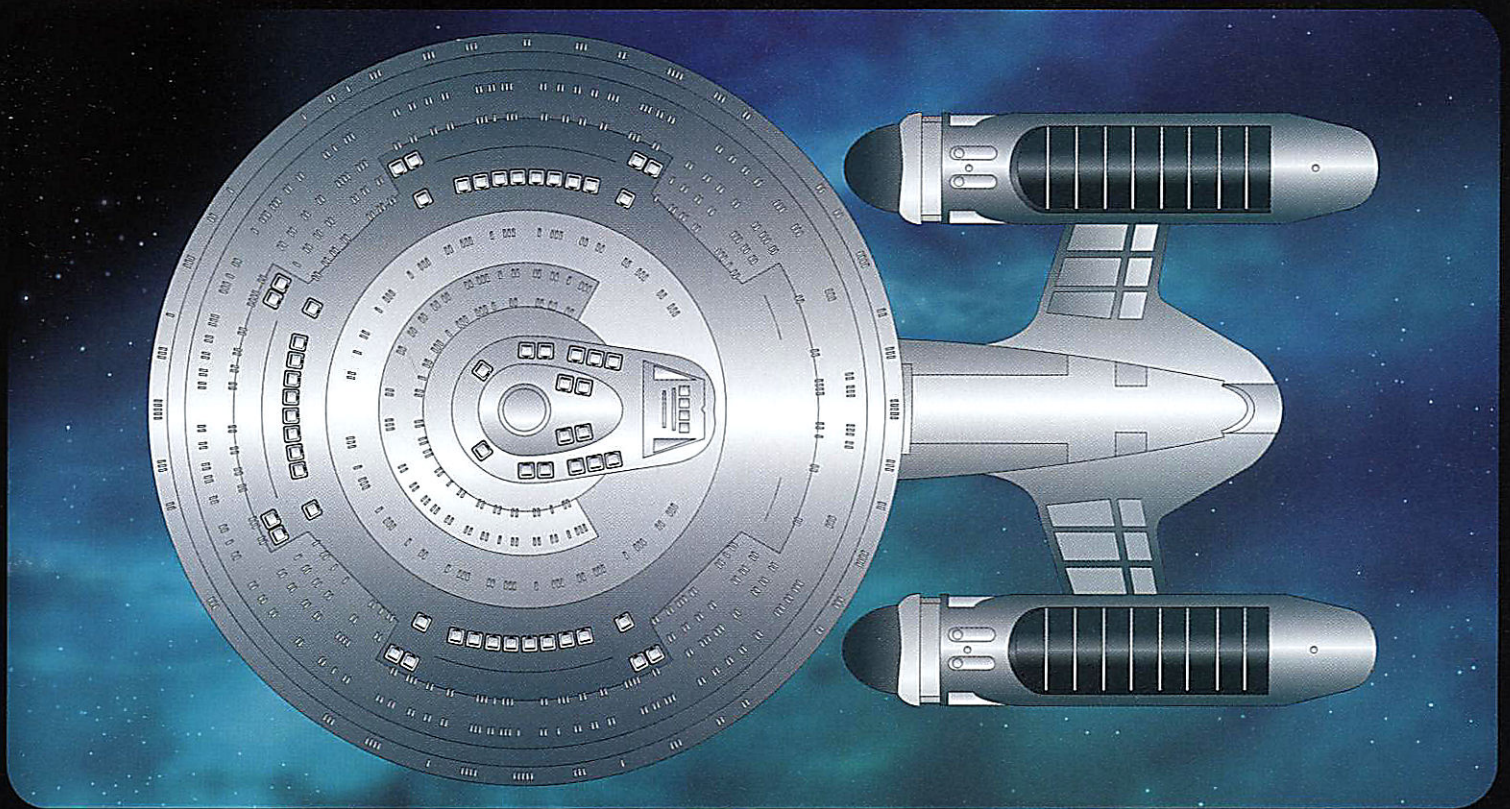

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Mission

A deep space heavy cruiser designed for long range exploration and defense of the Federation, the *Ambassador*-class serves the primary capital ship of Starfleet from 2322 to 2360 in much the same role as the earlier *Constitution*-class and *Excelsior*-class. Designed to be durable and reliable, the Ambassador-class is a rugged vessel well-suited for missions in adverse conditions and far from support. *Ambassador* starships frequently operate independently and require little pampering to maintain. In combat the *Ambassador*-class is a significant weapons platform, using a mix of phasers and torpedoes for overlapping fields of coverage, with little drop-off in combat ability. In diplomatic or support profiles, this class contains adequate cargo and personnel facilities to fulfill a variety of mission objectives.

Features

The *Ambassador*-class is one of the first new starship designs of the 24th century but its design roots are similar to those of its ancestors, using the traditional primary and secondary hull profile common to Starfleet vessels. The class has proven itself a stable and dependable workhorse for Starfleet for over forty years.

Part of the *Ambassador*'s rugged durability stems from its redundant and shielded systems. Electro-plasma system (EPS) taps throughout the vessel were the first to employ triple-redundancy, allowing the *Ambassador* to continue to operate even after several hull breeches. Her sensor arrays, while adequate for the time, are not overly sophisticated but suitable for a wide variety of missions.

Defensively, the *Ambassador*-class uses Starfleet's proven CIDSS shield grid system, providing it with superb protection and reliability. In combat the vessel relies on a number of phaser arrays located on both the primary and secondary hulls, providing comprehensive fields of coverage. The class' Type IX phaser arrays, new when the fleet was initially designed, have an efficient power use curve that allows the *Ambassador* to mount more arrays than past designs. Her forward and aft firing Mk 60 direct fire torpedo tubes can lay down impressive volleys of photon torpedoes. Most significant to her design are the quad-redundancy fire and control systems integrated through her skeletal structure. This separates each individual array and targeting scanner from the rest of the grid, making it nearly impossible to disable individual weapon mountings. To date no recorded *Ambassador*-class starship has suffered more than a 40% weapons failure at any given time.

Perhaps the class' most glaring weakness lies in her speed. Even after significant overhauling and upgrades during the design process, the *Ambassador*-class is pressed to achieve warp 9 speeds—and even then for only short durations. A number of warp engine design simulations—including a quad nacelle configuration—were tested, but the *Ambassador*'s spaceframe proved too large to achieve a stable warp field. In the end the experimental LF-17 warp engine, still in the early design stages, was forced into production and was up-rated to handle the *Ambassador* spaceframe. The LF-17 eventually proved to be unsuitable for the *Ambassador*-class and unreliable at times. While multiple overhaul plans have called for new drives, perhaps with the more appropriate LF-35 or LF-41 warp engines, technical limitations have made this unfeasible.

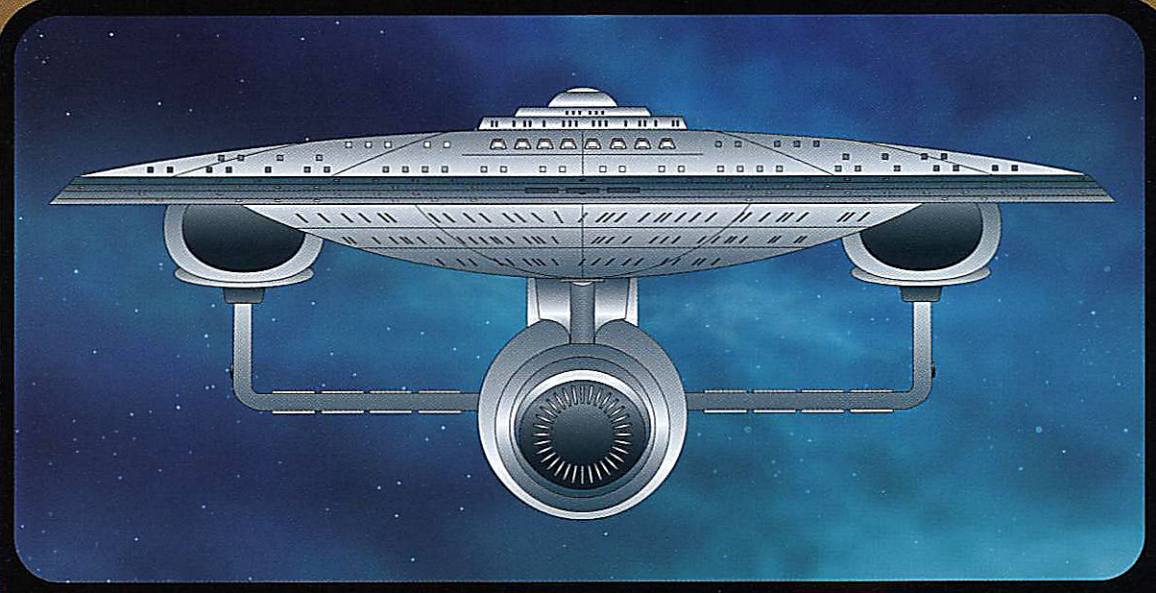
Ambassador-class cruisers have a mission profile of up to five years, and an overhaul schedule of 20 years.

Background

While the *Excelsior*-class took its place as one of the most successful designs of the late 23rd and early 24th centuries, Starfleet was in need of a second capital ship, particularly one that could operate independently for extended periods of time—a role that was at the time filled by the *Constellation*-class. The admiralty desired a new vessel that could explore further beyond the borders of the Federation, and with greater safety, than before. It's no accident that the *Ambassador* mimics its older cousin, the *Constitution*-class, arguably the most successful starship design of all time, in appearance if not function.

Certainly designers set high standards, and the *Ambassador*-class was rushed into production. Many aspects of her design were beyond the capabilities and standards of the age, and in the end several key systems, notably her warp drive, ultimately paid the price. The end result was a multi-role starship capable of operating independently on missions of extended durations, but never quick to the scene.

The *Ambassador*-class, as her name suggests, carried the flag of the Federation to new worlds and new civilizations, and helped pave the way for several first contact situations, such as those involving the Zakdorn. The *Ambassador*'s real strength showed in combat, where her size, rather than her speed, played an important role. At the height of Romulan aggression during the Khitomer



Starfleet Ambassador-class

Heavy Cruiser; Commissioned: 2322

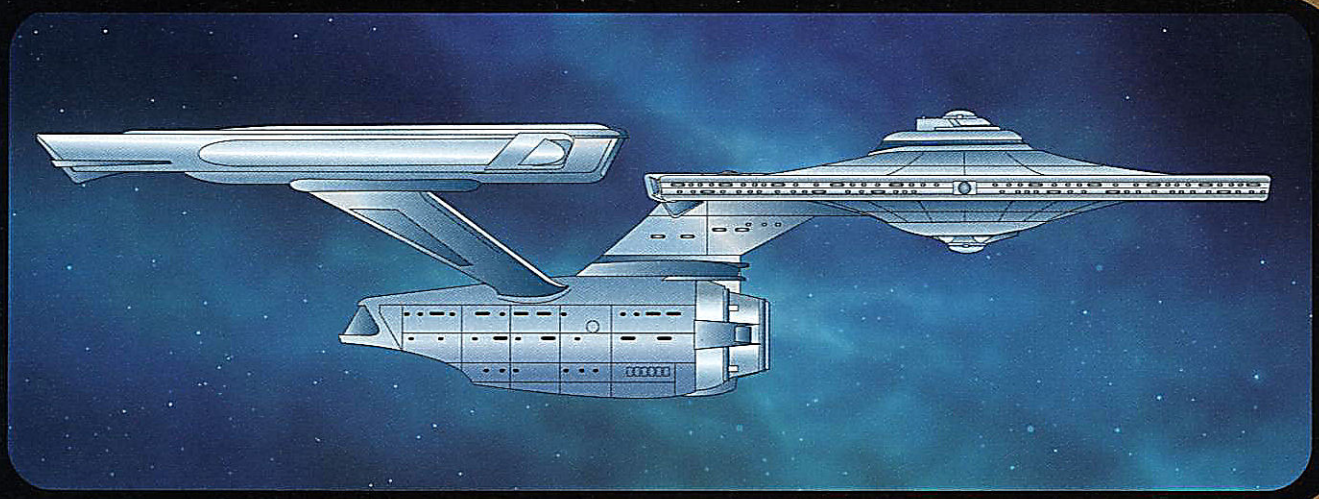
conflicts, *Ambassador*-class ships sometimes found themselves in—and holding their own against—three-to-one odds. These heroic displays, especially that of the *U.S.S. Enterprise*-C in 2344, eventually led to a formal Federation-Klingon alliance. *Ambassador*-class vessels also saw action in the Cardassian and Tholian wars of the 2340s and 2350s.

Although overhaul production was halted in 2372, *Ambassadors* even saw significant time in the Dominion War. While Dominion polaron weapons rendered Starfleet shields ineffective for a period, ships of this class on the front lines held off Jem'Hadar battlecruisers to near stalemates. In later conflicts the *Ambassador*-class proved its real strength in targeting Cardassian Task Forces; the pride of the Cardassian Union, the *Galor*-class cruiser, was little match for a 40-year old *Ambassador* starship.

Remaining *Ambassador*-class cruisers continue to serve in Starfleet, fulfilling either patrol or training duties, along with the occasional survey or diplomatic profile mission. Many of the design philosophies pioneered by the *Ambassador*-class have found their way into 24th century designs, such as the successful *Galaxy*-class.

Ships in Service

Name	Registry	Notes
U.S.S. Adelphi	NCC-26849	Commanded by Captain Darson; responsible for disastrous first contact with the Ghorusda (2361); (R5)
U.S.S. Ambassador	NX-10521	Prototype of the line
U.S.S. Enterprise	NCC-1701-C	Fifth starship to bear the name; commanded by Captain Rachel Garrett (2340-2344); destroyed while defending Klingon outpost at Narenda III against Romulan attack (2344); (R18, Famous)
U.S.S. Excalibur	NCC-26517	Took part in blockade action during Klingon Civil War against Duras faction (2367-2368); (R7, Famous)
U.S.S. Exeter	NCC-26531	Part of the Ninth Fleet stationed at Deep Space 9 during the Dominion War (2374)
U.S.S. Gandhi	NCC-26632	Made first contact with the Zakdorn while on the Coreward Frontier Survey Initiative
U.S.S. Horatio	NCC-10532	Commanded by Captain Walker Keel; destroyed at Dytallix B by parasitic entities in Sector 63 (2364)
U.S.S. Krotus	NCC-26544	Defeated Romulan incursion across Neutral Zone (2344)
U.S.S. Valdemar	NCC-26198	Patrolled Cardassian DMZ and quelled possible incursions (2370)
U.S.S. Yamaguchi	NCC-26510	Part of the Twelfth Fleet; responsible for punching a hole through Dominion defenses at the Battle of Betazed (2375)
U.S.S. Zhukov	NCC-26136	Commanded by Captain Gleason; discovered the twin parallax suns of Ultais



Starfleet Constitution-class

Heavy Cruiser; Commissioned: 2245; Refit: 2273*

PROPULSION DATA

Impulse System:	SBE (.5c) (D)	RSM (.75c) (D)
Warp System:	PB-32 Mod 3 (6/7/8) (D)	LN-64 Mod 3 (7/9/12) (D)

HULL DATA

Structure:	40	30
Size/Decks:	6/23	6/23
Length/Height/Beam:	288/72/127	304/71/141
Complement:	430	500

OPERATIONAL DATA

Atmosphere Capable:	No	No
Cargo Units:	70	80
Life Support:	Class 4 (E)	Class 4 (E)
Operations System:	Class 4 (E)	Class 4 (E)
Sensor System:	Class 3 (+3/D)	Class 3 (+3/D)
Separation System:	Yes (emergency)	Yes (emergency)
Shuttlebay:	1 a	1 a*
Shuttlecraft:	6 Size worth	6 Size worth
Tractor Beams:	1 fv, 1 a	1 fv, 1a
Transporters:	6 standard, 6 emergency	(6 standard, 6 emergency)

TACTICAL DATA

Phasers:	447/54 (Type IV) (x3/B)	RIM-12C (Type V) (x6/C)
Penetration:	4/3/3/0/0	5/5/4/0/0
Torpedo Launchers:	Mk 12 IF (x2/B)	Mk 6 DF (x2/C)
Photon Penetration:	3/3/3/3/3	4/4/4/4/4
Deflector Shield:	PFF 2a (B)	PFF 3 (B)
Protection/Threshold:	13/3	14/3

MISCELLANEOUS DATA

Maneuver Modifiers:	2 C, +0 H, +2 T	+2 C, +0 H, +3 T
Traits:	Hardened System (Life Support)	Battle Tested, Prototype (+1 Missile)

*Refit data printed in right-hand column (blue type)

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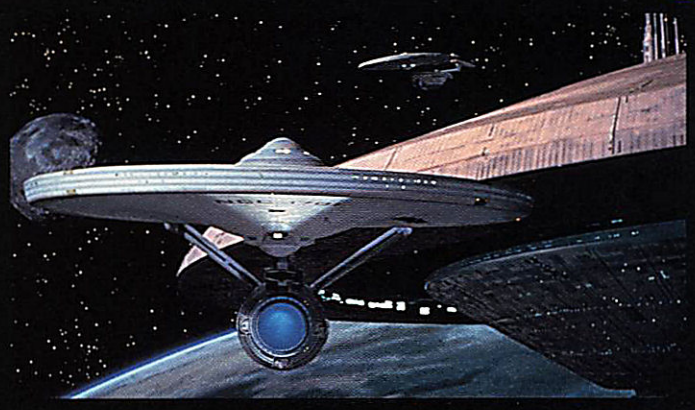

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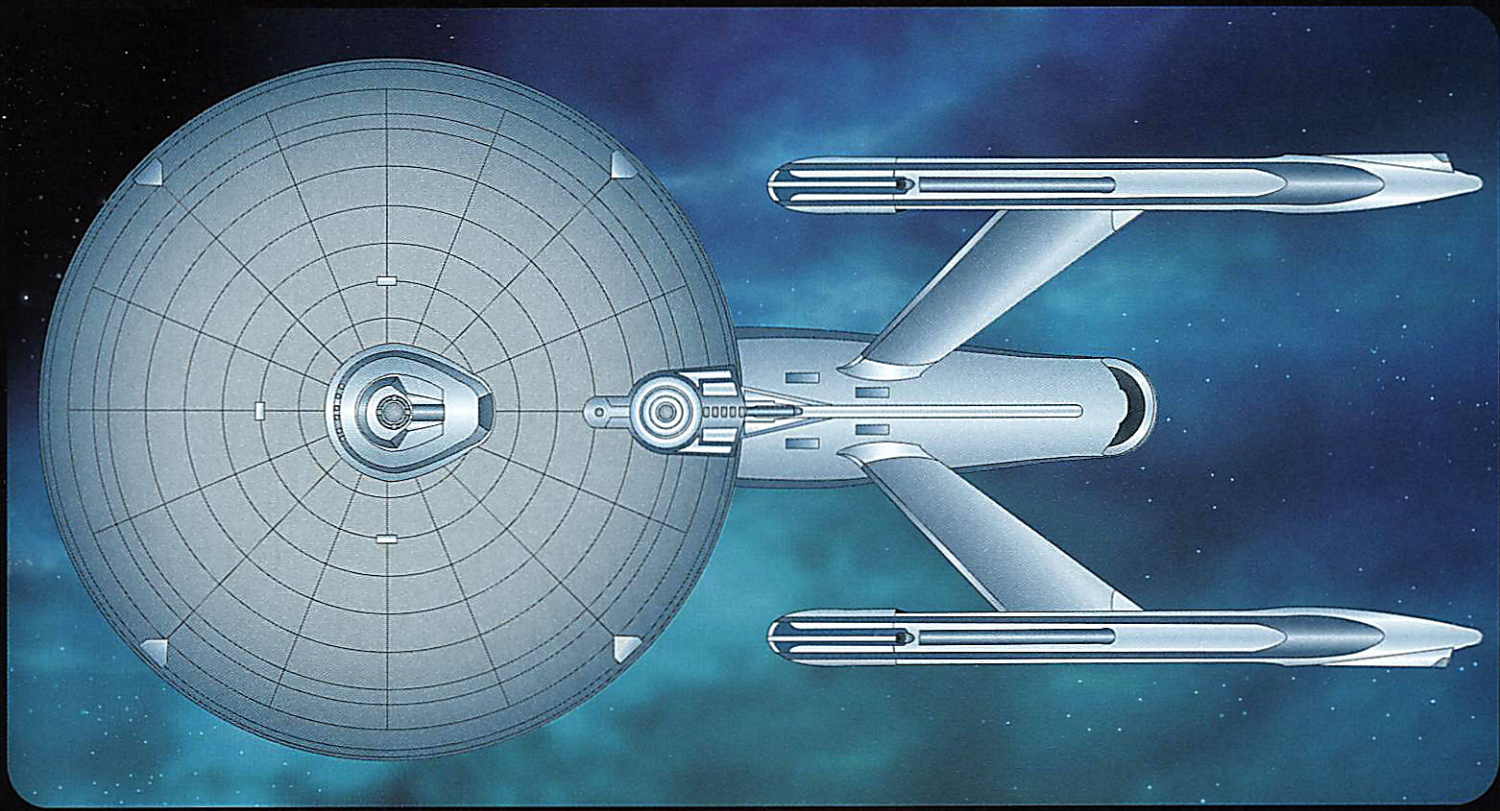

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Mission

A multi-role deep-space exploration cruiser, the *Constitution*-class is able to operate for extended periods and project a Federation presence further than ever. Armaments allow the heavy cruiser to operate as a command and control ship, leading Task Forces into battle, or to operate independently on patrol duty. Lavish accommodations allow the *Constitution*-class to perform diplomatic and courier missions, while an abundance of scientific laboratories and personnel make the cruiser a superb exploratory and scientific platform.

Features

The culmination of several decades of starship design research, the *Constitution*-class includes a number of enhancements not found on other starships. Her unified and modular design allows the rapid replacement of components and the varying of payloads at a moment's notice. Sensor pallets may be substituted depending on the scientific mission profile, complementing the fourteen science laboratories onboard. This modular design also allows for easy upgrades during the operational lifetime of the vessel, rather than lengthy overhauls that keep a vessel in Spacedock.

Redundant systems throughout the design, including primary and secondary hulls, provide a level of reliability not previously seen in Starfleet vessels. Bypass relays and Jefferies tube access points allow rerouting of key systems on the *Constitution*-class during a system failure.

The *Constitution*-class features type 447/54 mounted phaser emplacements, the latest in starship phaser design in 2245. These experimental arrays proved to be so reliable that they were brought into mainstream production and reclassified as Type IV phasers. Because of the cruiser's design and size, the *Constitution*-class also boasts a number of Mk 12 indirect-fire photon torpedo tubes, which provide a sizable tactical advantage over older spatial torpedoes. These launchers can also fire long-range probes, enhancing the *Constitution*'s sensor and exploration capabilities.

A large hanger bay aft of the secondary hull houses a number of long-range shuttlecraft capable of transporting personnel and cargo planetside or beyond the immediate area of the starship. This further strengthens her role as a support vessel and supplements the class' cargo carrying capacity.

In 2270, Starfleet put into place a refit initiative to take existing *Constitution*-class starships and upgrade their capabilities even further. Several significant changes took place, notably the addition of a number of new phaser arrays and the RIM-12C phaser emplacement, later designated the Type V. These phasers draw power directly from the warp engines, dramatically increasing their capabilities over the older Type IVs. State-of-the art Mk 6 Mod 1 direct-fire photon torpedo systems replaced the older launchers, increasing firepower by over 20%. The warp drive was replaced with the LN-64 Mod 3 system, providing a substantial speed increase. Internally, the entire vessel underwent a redesign, with new computer and sickbay facilities, upgraded bridge module, and enhanced transporters.

The original *Constitution*-class has a standard mission profile of five years and an overhaul schedule of 18 years. The *Constitution* refit extends that overhaul period to 22 years.

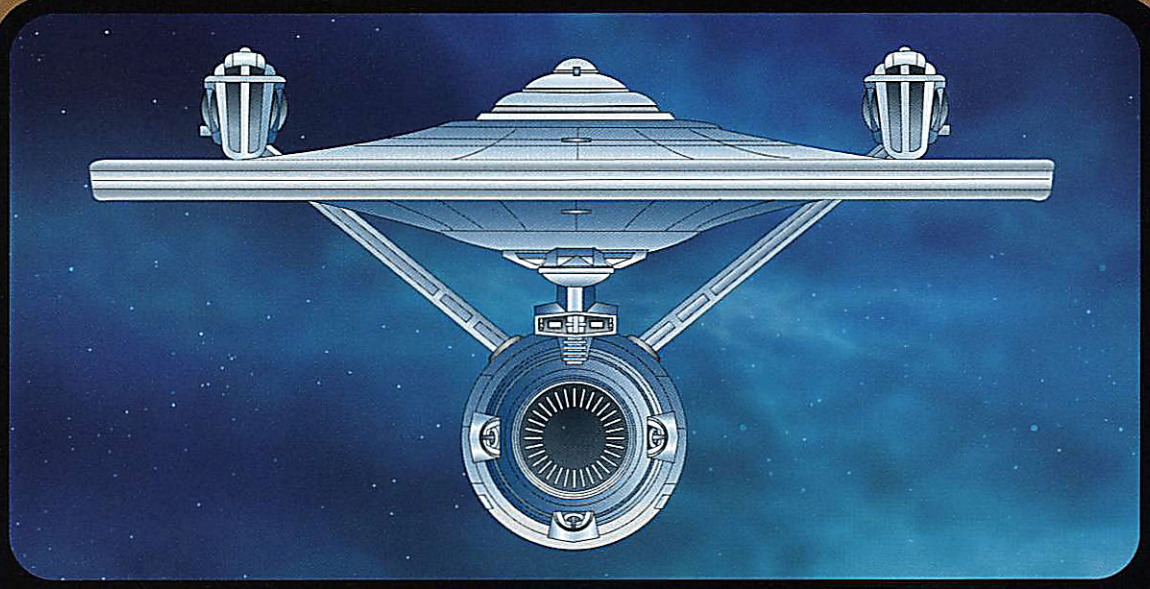
Background

Perhaps the most famous class of starship ever constructed, the *Constitution*-class launched in 2245 with the most advanced systems of the time and excelled in virtually every task given to her. Designed for long-term self-supporting missions ranging from surveying and research to defense and diplomacy, the *Constitution*-class distinguished itself at every opportunity.

Originally the design lineage of the class called for a much smaller vessel, similar to the *Daedalus*- and *Ranger*-classes that came before it. A shift in design philosophies and the results of decades of research ultimately showed that a larger cruiser design could be feasible. The end result allowed for larger accommodations, the inclusion of a self-supporting shuttlebay, and the mounting of larger weapons to enhance the vessel's survivability. As part of the new design initiative, the admiralty unveiled their plan of discovery, charging the *Constitutions* to go forth on five-year missions of exploration.

Explore they did, as the *Constitution*-class starships went further than man had ever gone before, and sought out new life-forms and civilizations, nearly doubling the amount of charted space. Among the vessels that took part in these historic five-year missions was the most famous starship of them all, the *U.S.S Enterprise*. Commanded by Captain James T. Kirk, the *Enterprise* made first contact with over half a dozen new cultures and defended the Federation and personnel from Klingons, Romulans, and Tholians. Upon her triumphant return in 2270, the *Enterprise* became the first *Constitution*-class ship to undergo a significant refit.

The refit initiative took an already proven design and updated it with the latest technology that would serve as the foundation for starship designs during the next century, making the *Constitution*-class one of the most recognized starships of all time.



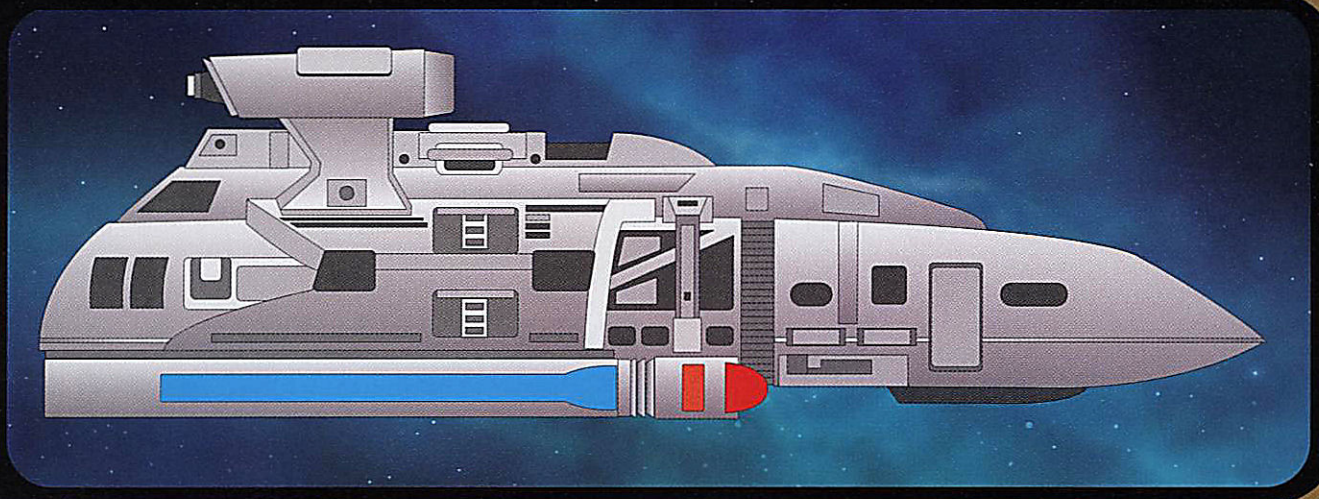
Starfleet Constitution-class

Heavy Cruiser; Commissioned: 2245; Refitted: 2273*

Regrettably, the basic *Constitution*-class spaceframe could only be extended so far and in 2293, after the newer *Excelsior*- and *Constellation*-class starships were in full production, the *Constitution*-class was gradually retired from service.

Ships in Service

Name	Registry	Notes
U.S.S. Constellation	NCC-1017	Commanded by Commodore Matthew Decker; destroyed by Captain James T. Kirk in an effort to destroy "doomsday machine" near L-374 (2267)
U.S.S. Constitution	NCC-1700	Lead vessel of the line, first commanded by Fleet Captain Garth of Izar, most notably during the Axanar Rebellion (2245-2255); later commanded by Commodore Darion Page and lost in action (2256-2269); (R15, Famous, Flagship (+3 C))
U.S.S. Defiant	NCC-1764	Lost in interphasic dimensional rift near Tholian space (2268)
U.S.S. Eagle	NCC-956	Most decorated starship of the time with an all-Andorian crew (R5, Famous)
U.S.S. Endeavour	NCC-1895	Commanded by Captain Mary-Anne Rice, one of Starfleet's first female captains (2251-2266)
U.S.S. Enterprise	NCC-1701	Second starship to bear the name; commanded by Captains Robert April (2245-2250), Christopher Pike (2251-2263), and James T. Kirk; successfully returned from original five-year mission (2264-2270) and responded to the V'Ger incident after refit (2273) (R35, Famous)
U.S.S. Enterprise	NCC-1701-A	Third starship to bear the name; commanded by Captain James T. Kirk (2285-2293); responsible for paving the way for Federation and Klingon cooperation during Khitomer Accords (2293) (R22, Famous)
U.S.S. Excalibur	NCC-1664	Commanded by Captain Harris; participated in the M-5 wargames (2268)
U.S.S. Exeter	NCC-1672	Commanded by Captain Ronald Tracey; found abandoned in orbit of Omega IV and recovered by the crew of the Enterprise (2268)
U.S.S. Farragut	NCC-1647	Commanded by Captain Garrovick; over 200 crewmen killed by dikironium cloud creature at Tycho IV (2257)
U.S.S. Hood	NCC-1703	Participated in the M-5 wargames simulation (2268)
U.S.S. Intrepid	NCC-1631	All-Vulcan crew; destroyed by amoeba creature near Gamma 7A (2268) (R4, Famous)
U.S.S. Kongo	NCC-1710	Commanded by Commodore Dan Stack; successfully observed the primitive civilization on Muldoon IV, located between the twin suns of Loki and Thor (2269)
U.S.S. Lexington	NCC-1709	Commanded by Commodore Robert Wesley during M-5 wargames simulation and badly damaged during confrontation (2268) (R7, Flagship (+3 C))
U.S.S. Potemkin	NCC-1657	Participated in the M-5 wargames simulation (2268)
U.S.S. Republic	NCC-1371	Resolved the threat of piracy by Orion raiders in the Volus Corridor; later deterred Klingon border incursions along the Neutral Zone (2287)
U.S.S. Yorktown	NCC-1717	Commanded by Captain Joel Randolph



Starfleet Danube-class

Runabout; Commissioned: 2368

PROPULSION DATA

Impulse System: FIB-3 (.75c) (B)
Warp System: LF-7X2 (4/6/8.3) (B)

HULL DATA

Structure: 10
Size/Decks: 2/1
Length/Height/Beam: 23/5/13
Complement: 1+ (variable by mission profile)

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 2
Life Support: Class 1 (B)
Operations System: Class 1 (B)
Sensor System: Class 2 (+2/C)
Separation System: Yes (cockpit)
Shuttlebay: No
Tractor Beams: 1 fd, 1 ad
Transporters: 1 2-person standard

TACTICAL DATA

Phasers: Type VI (x2/B)
Penetration: 4/3/3/0/0
Torpedo Launchers: Mk 25 micro (x2/B)
Photon Penetration: 2/2/2/2/0
Deflector Shield: FSQ-2 (CC)
Protection/Threshold: 14/1

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +2 H, +0 T
Traits: None

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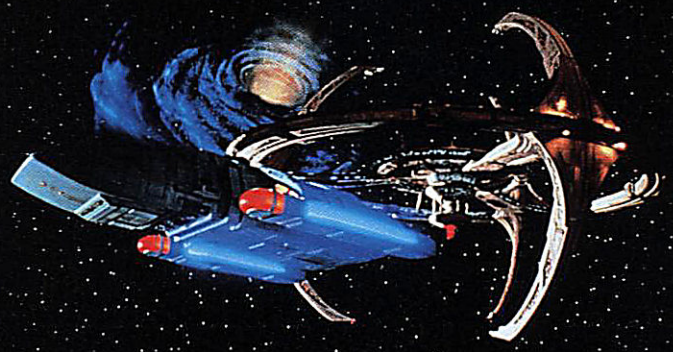

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Mission

A small, versatile vessel capable of performing a variety of mission roles: short-term support, ferrying, scientific research, cargo transfer, and vessel resupply. This flexibility results from the ship's ability to swap out a central module based on the mission profile. Runabouts are most often stationed at larger starbases and deep space stations, where they provide mission support in lieu of larger starships.

Features

Larger than a shuttlecraft, the *Danube*-class runabout can perform many of the functions of a small starship without the necessity of assigning a dedicated vessel. The *Danube*'s strength lies in its ability to step in and serve as a workhorse able to tend to any task at hand.

To that end, the vessel is equipped with the small and compact LF-7X2 compact linear warp drive engine, providing a cruising speed of warp 4 and a maximum speed of warp 8.3. The matter/anti-matter unit is stored in the dorsal keel of the pod-mounting assembly, with plasma conduits connecting to outrigger-style nacelles. The FIB-3 impulse unit is equally small and efficient, located aft of the warp drive.

The standard configuration includes a number of miniaturized Type VI phaser arrays along the cockpit and mounting assembly while two Mk 25 direct-fire microtorpedo launchers provide a limited standoff capability. This makes the *Danube*-class particularly well-armed for a vessel of its size and dangerous when working in tandem with multiple runabouts.

The most unique aspect of the *Danube*'s design is the swappable multi-mission container, an interchangeable module that can be replaced based on the mission profile. The swappable container is mounted amidships between the warp nacelles, with a variety of designs available to choose from. These include cargo canisters that provide the *Danube*-class with the ability to transport a limited amount of supplies, and personnel facilities for long-range, short duration exploration. Strap-on multi-role mission pods can also be mounted on the dorsal assembly, augmenting the class' capabilities.

Finally, the *Danube*'s forward cockpit assembly can detach in the event of an emergency and is capable of planetfall. The *Danube*-class is rated for a mission profile of one to two weeks and an overhaul duration of 15 months.

Danube-class Multi-mission Packs

Every *Danube*-class runabout can be outfitted with a multi-mission pack assembly based on the needs of the mission. For purposes of construction, each pack provides an additional 4 points of space that can be used to upgrade or add new systems (housed in the pack assembly). Some sample multi-mission packs include:

Cargo/Supply: Pack adds dedicated (closed) cargo space, bringing the total number of cargo units to 40.

Personnel: Adds bunk and replicator facilities to transfer up to ten personnel and 2 cargo units of material.

Scientific: Pack includes enhanced sensor pallet (Class 3/+3/D reliability) and a basic scientific laboratory, as well as storage facilities for an additional 2 cargo units worth of material.

Tactical: Ventral-mounted torpedo launchers (3/3/3/3/0) and uprated sensor suite (Class 3/+3/D reliability) provide more strike capability.

Strap-On Pods

Multi-role mission pods can also be attached to the dorsal assembly in addition to the standard multi-mission container. The pod's vulnerability lowers the applicable system's reliability by one factor, however. Each pod provides 5 points worth of equipment.

Communications: The communications pod allows the *Danube*-class to transmit and encode transmissions as a mobile communications relay platform, extending the communications range of all vessels in the area. Adds a +5 bonus to transmit through any jamming attempts. (Operations reliability reduced to A)

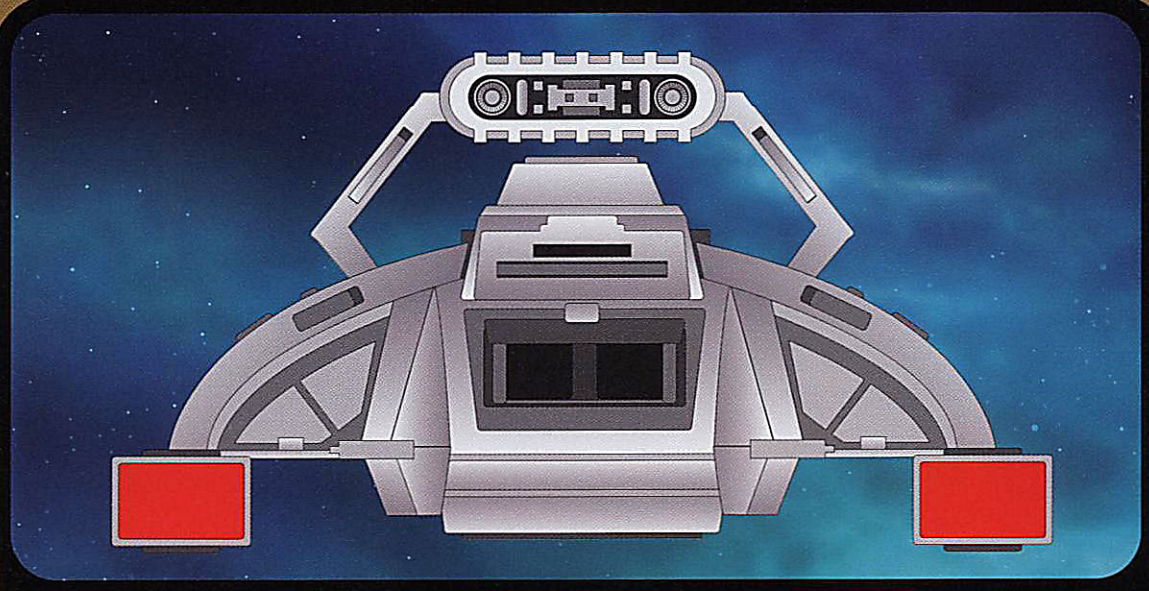
ECM: An electronic countermeasures pod, this allows the *Danube*-class to disrupt enemy sensors with a +5 bonus to do so. Friendly vessels are not affected. (Operations reliability reduced to A)

Sensors: This external sensor pod greatly enhances sensor gain, improving the system to Class 4 (+4/D).

Tactical: The mounting of additional torpedo launchers provides increased firepower (4/4/4/4/0) at the cost of reduced system reliability (A).

Background

Conceived by the Advanced Starship and Design Bureau (ASDB) in 2363 as a small multi-role support vessel that could perform a number of mission profiles with-



Starfleet Danube-class

Runabout; Commissioned: 2368

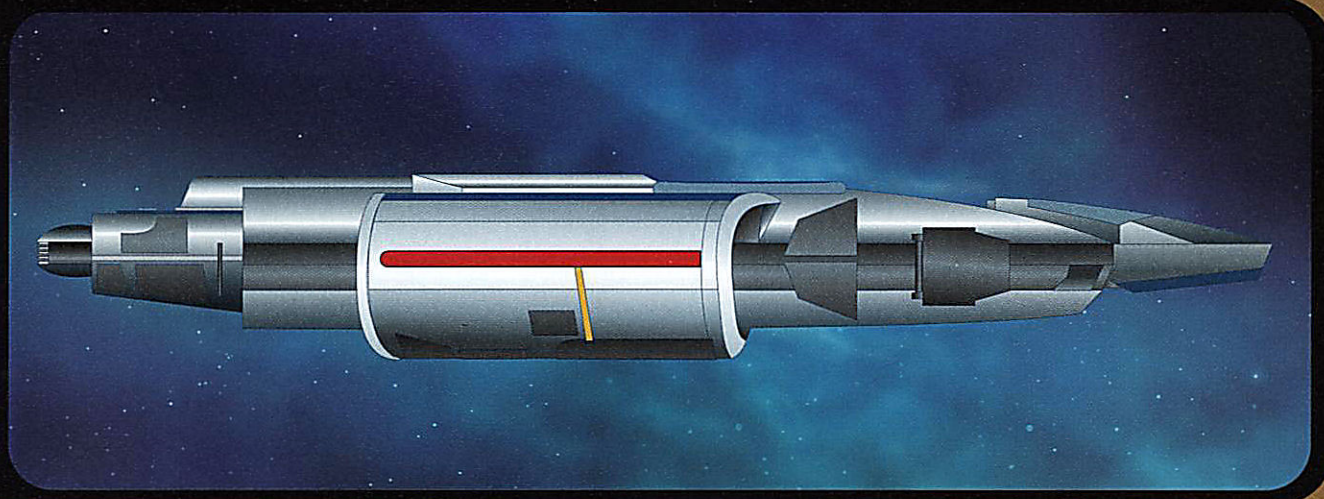
out the need to reassign larger starships on other missions, the *Danube*-class provides a new degree of flexibility to Starfleet fleet assignments. The ability to swap her payload with mission-specific packages gives the class a characteristic not found in other vessels, while her small size makes construction of the runabout a quick process. This is fortunate, as *Danube*-class vessels have been destroyed or lost with alarming frequency—even with their tactical packs and pods in place, the *Danube* is far from a formidable weapons platform.

In their support role, particularly as a short-range explorations platform and courier, the *Danube*-class excels. So much so that *Danube* runabouts are standard assignments at all Starfleet stations and facilities, supply not withstanding.

The largest constraint of the *Danube*-class lies in her range and consumables. The class is not intended for long-range or long-duration missions. As such, engineers at the ASDB begin to theorize that larger starships, much like the *Nebula*-class, may be designed with some of these same modular features in mind in the future. Some of the most famous discoveries in the past few years have been by *Danube*-class runabouts, such as the existence of the Bajoran wormhole aliens in the Bajor sector.

Ships in Service

Name	Registry	Notes
U.S.S. Danube	NX-72003	Prototype; test-bed for a variety of multifunction modules
U.S.S. Gander	NCC-72311	Destroyed by Jem'Hadar over planet Goralis (2375)
U.S.S. Ganges	NCC-72454	Destroyed by T'Lani Cruiser (2370)
U.S.S. Mekong	NCC-72617	Abandoned and presumed destroyed while on Gamma Quadrant mission (2371)
U.S.S. Orinoco	NCC-72905	Sabotaged and destroyed by Cardassian separatist group (2372)
U.S.S. Rio Grande	NCC-72452	Crash landed on Class-L planet (2373)
U.S.S. Rubicon	NCC-72936	Assigned to Deep Space 9
U.S.S. Shenandoah	NCC-73024	Destroyed by Jem'Hadar forces (2374)
U.S.S. Volga	NCC-73196	Assigned to Deep Space 5
U.S.S. Yangtzee Kiang	NCC-72453	Crash landed on unnamed moon in Gamma Quadrant (2369)
U.S.S. Yukon	NCC-74602	Destroyed by trifithium-tekasite-protomatter explosive device (2373)



Starfleet Defiant-class

Heavy Escort; Commissioned: 2370

PROPULSION DATA

Impulse System: FIG-2 (.9c) (C)
Warp System: LF-35 (6/9.2/9.982) (C)

HULL DATA

Structure: 30 (5 ablative armor)
Size/Decks: 5/4
Length/Height/Beam: 119/25/90
Complement: 40

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 50
Life Support: Class 2 (C)
Operations System: Class 2 (C)
Sensor System: Class 2 (+2/C)
Separation System: No
Shuttlebay: 1 av
Shuttlecraft: 5 Size worth
Tractor Beams: 1 fv, 1 ad
Transporters: 1 standard, 1 emergency

TACTICAL DATA

Phasers: Type XII Pulse (x2/C)
Penetration: 5/3/3/0/0
Torpedo Launchers: Mk 75 (x2/C)
Quantum Penetration: 6/6/6/6/6
Deflector Shield: FSQ (D)
Protection/Threshold: 17/4

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +3 H, +3 T
Traits: Ablative Armor, Design Flaw (Warp Drive), Pulse Upgrade

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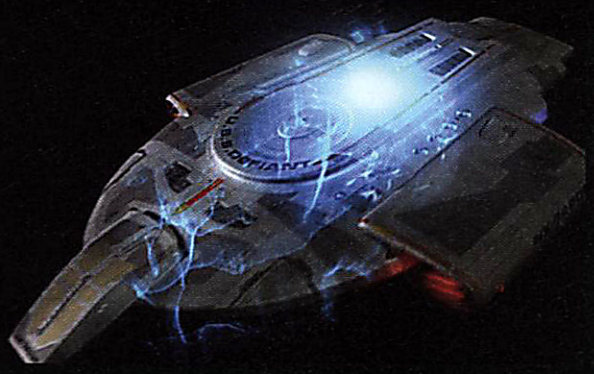

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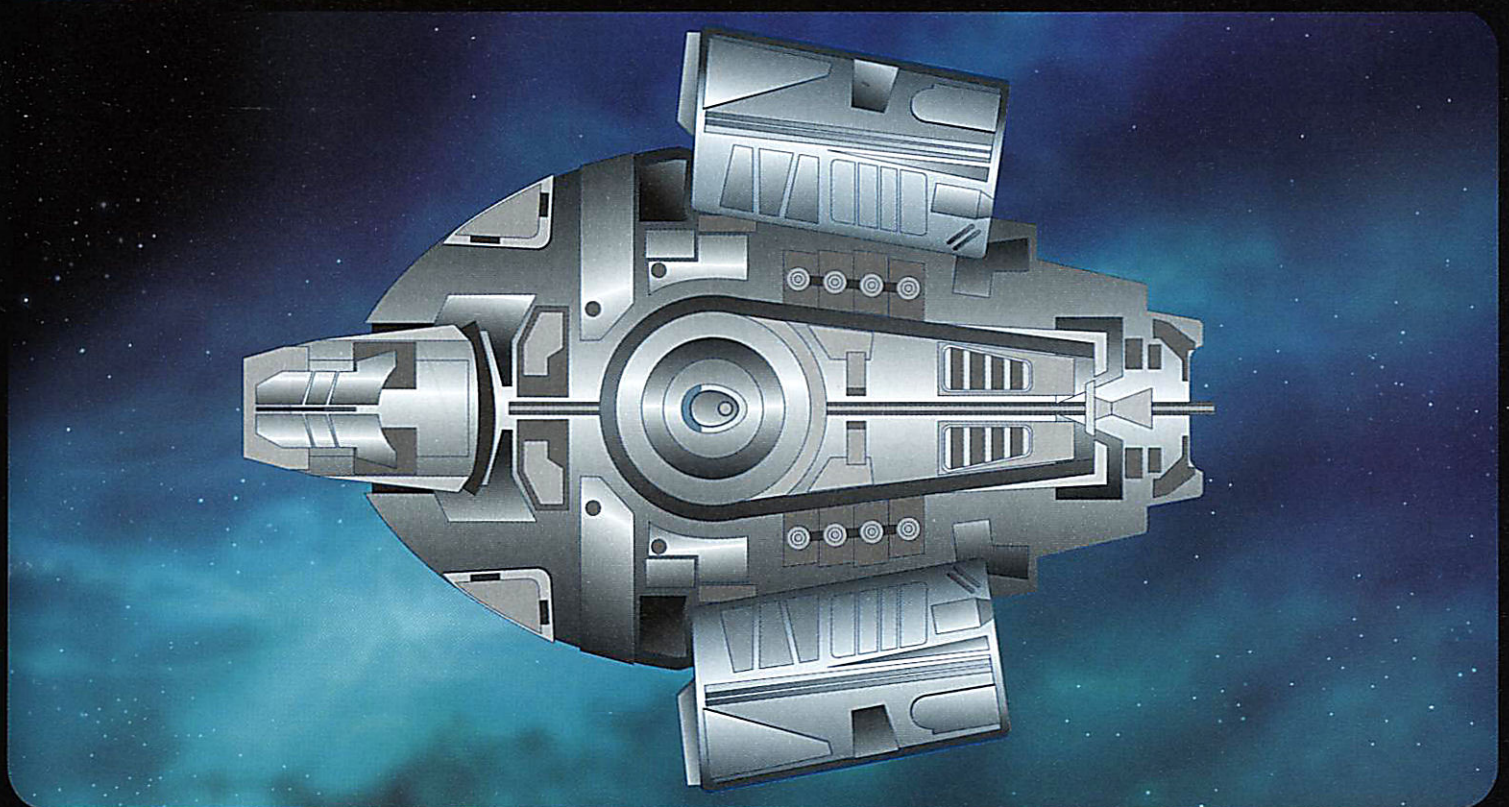

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Mission

The *Defiant*-class marks a departure from Starfleet's standard philosophy of constructing starships capable of a variety of missions. Specifically intended as a fast attack ship, the *Defiant*-class incorporated a tough, no-nonsense design geared heavily towards high-warp penetration of defenses. Outside of combat, this class can perform escort, patrol duties, and reconnaissance missions, typically near a base of central operations.

Features

With its focus as a mobile defense platform and fast-attack craft, the *Defiant*-class incorporates a number of advanced features that makes it well-suited for its purely tactical role. These noteworthy elements begin with the starship's hull design and compact spaceframe. In order to address the vulnerabilities inherent in traditional starship design, the *Defiant*-class eliminates the separation between primary and engineering hulls in favor of a compact saucer shape in order to present a lower target aspect. The most distinctive aspect of the class' construction are its recessed, armored engine pods attached directly to the main hull, no longer situating them far from the hull on potentially vulnerable support pylons.

Designated a heavy escort, the *Defiant*-class is intended to withstand severe punishment. To this end, the class is the first Starfleet vessel equipped with ablative armor, coupled with an FSQ deflector shield system, which allows the vessel to withstand punishment normally reserved for much larger starships. The *Defiant*-class can also deliver some punishment of its own. Mounting unique Type XII pulse phaser cannons, the *Defiant*-class can be deadly at close range. By using a prefire chamber and layering multiple pulses upon one another, the pulse phaser can deliver a significant amount of penetration for their size. Although range is limited, these highly maneuverable ships excel at close-quarters combat. The *Defiant*'s Mk 75 direct-fire torpedo launchers can fire either photon or quantum torpedoes, providing the class with long-range, stand-off battle capability.

Augmenting its battle capacity are the class' LF-35 advanced linear warp drive and FIG-2 impulse engines. Designed for much larger vessels, the LF-35 provides enough power to meet the needs of much larger starships. Indeed, a *Defiant*-class warp core can damage the vessel's structure as it functions closer to its maximum speed of warp 9.8. For every hour a *Defiant*-class ship travels faster than warp 9, it suffers one point of structural damage per .1 above 9 (for example, two points at warp 9.2, five points at warp 9.53, and so on), as the engines literally shake the ship apart. The FIG-2 impulse drive units provide thrust in relativistic space up to a maximum of .9*c*, making the ship fast even at sublight speeds.

Finally, the prototype of the line, the *U.S.S. Defiant*, incorporates the use of a cloaking device provided by the Romulan Star Empire as part of a deal to share information uncovered about the Gamma Quadrant. The cloaking device is used by the *Defiant* to gather tactical data and provides the vessel with both a covert reconnaissance capacity and impressive first-strike capability.

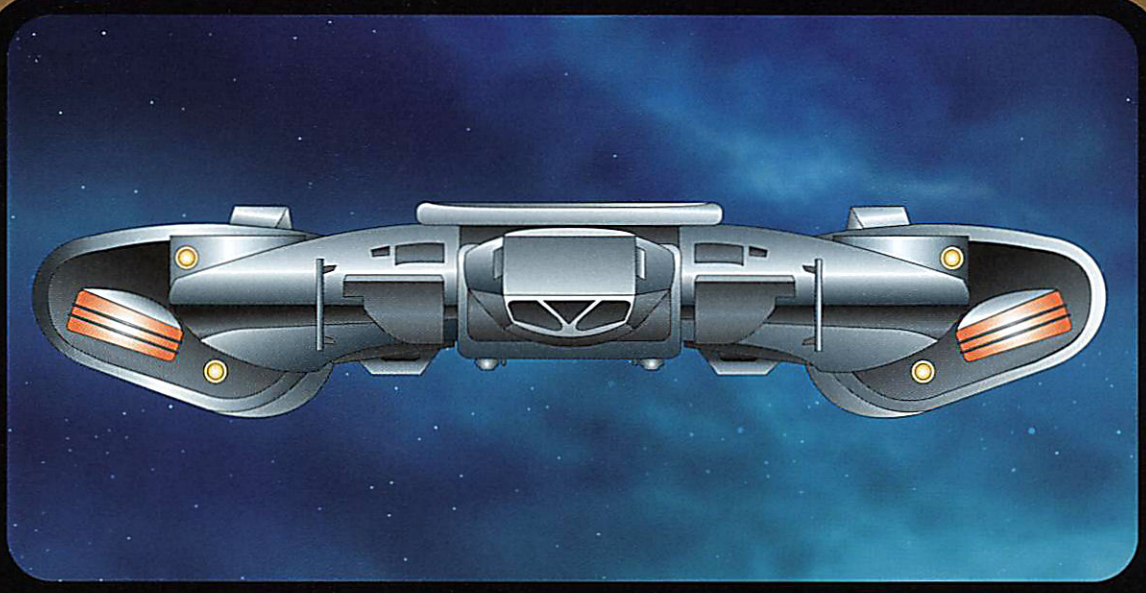
The *Defiant*-class was designed for a standard rated mission duration of two years, with scheduled yard overhauls every 12 years.

Background

The Defiant Development Project originated in 2366 to create a response to the looming Borg threat. The *Defiant*-class, as proposed, would provide a smaller target without sacrificing speed or offensive punch, while advances like ablative armor plating were intended to address specific Borg advantages. When the threat never fully emerged, design on the *Defiant*-class assumed a lower priority, and the prototype ship sat in spacedock, unfinished, for several years. Following initial contact with the Dominion in 2371, Starfleet Command returned the program to the fast track, as the vessel was exactly what frontier stations like Deep Space 9 required. With that the prototype *U.S.S. Defiant* was assigned to DS9 under the command of Commander Benjamin Sisko.

The original *U.S.S. Defiant* was equipped with a Romulan cloaking device, under a special amendment to the Treaty of Algeron. This cloaking device was intended to allow the *Defiant* to surreptitiously gain intelligence data on Dominion forces in the Gamma Quadrant. Unfortunately, the Dominion proved to be adept at detecting even cloaked vessels, limiting the usefulness of the cloaking device.

As the threat from the Dominion increased, along with increasing belligerence on the part of the Cardassians and Klingons, so did production of additional *Defiant*-class vessels. Being the first purely combat-oriented vessel fielded by Starfleet, the admiralty remained unsure how the class would integrate with existing fleet deployment. As it turns out, their fears were unfounded;



Starfleet Defiant-class

Heavy Escort; Commissioned: 2370

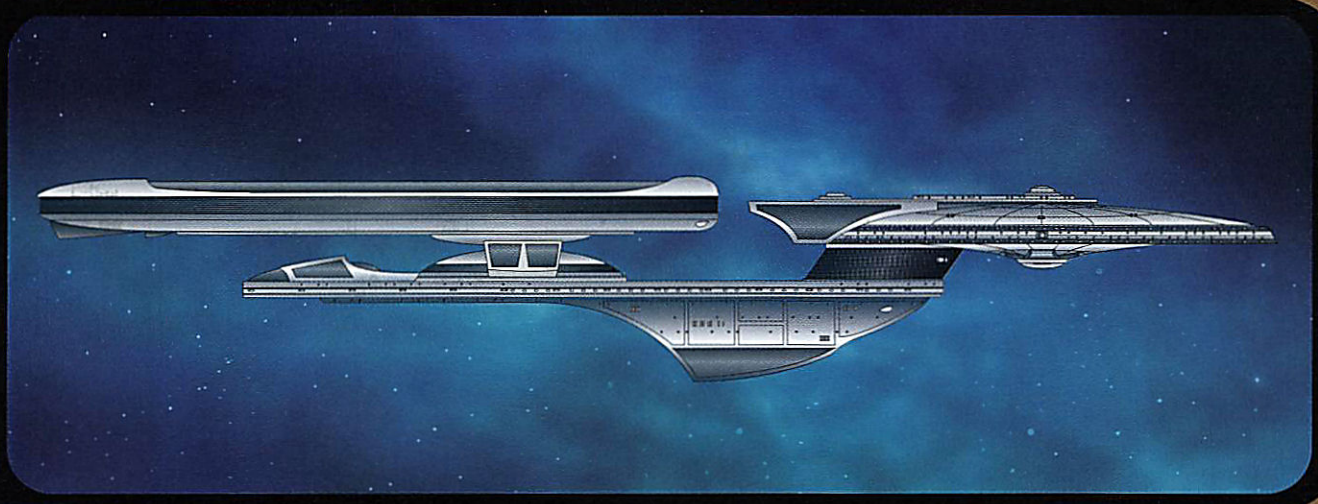
the *Defiant* became a perfect fit in a number of fleet Task Forces.

Well into the Dominion War, the *Defiant*-class was a tenacious close-combatant, weaving in and out of enemy formations, inflicting blow after blow upon adversaries. The *U.S.S. Defiant* alone spearheaded several campaigns, including the Chin'toka Offensive (2374), Operation Return (2374), and the final push to Cardassia (2375) to end the war.

With the end of hostilities, *Defiant*-class escorts continue to fulfill patrol and border duties, and close support assignments to a variety of fleets within Starfleet. *Defiant*-class starships also employ a single Type 10 shuttlecraft for short ranged support and defense (see page 87).

Ships in Service

Name	Registry	Notes
U.S.S. Defiant	NX-74205	Lead ship of the line; equipped with cloaking device on loan from Romulan Empire; commanded by Captain Benjamin Sisko stationed at Deep Space 9; led Operation Return (2374); destroyed by Breen forces (2375) and later replaced by the U.S.S. Sao Paulo (2375) (R23, Famous, Flagship (+1 C), Unique System (Cloak), Vulnerable System (Operations))
U.S.S. Gallant	NCC-74206	Commanded by Captain Bill Cross; lost to Cardassian forces during covert operation along the Federation/Cardassian DMZ (2374)
U.S.S. Incessant	NCC-75636	Proposed
U.S.S. Redoubtable	NCC-75634	Under construction, Antares Shipyard
U.S.S. Sao Paulo	NCC-75633	Reassigned and commissioned as the U.S.S. Defiant under the command of Captain Benjamin Sisko (2375) (R12, Famous, Flagship (+1 C))
U.S.S. Stalwart	NCC-75635	Under construction, Antares Shipyard; projected launch 2377
U.S.S. Valiant	NCC-74210	On routine training mission with Red Squad, Cadet Tim Watters assumed command after death of Captain Ramirez; destroyed by Dominion forces (2374)



Starfleet Excelsior-class

Exploration Cruiser; Commissioned: 2284; Refitted: 2331*

PROPULSION DATA

Impulse System:	RSV (.7c) (D)	FIB-3 (.75c) (D)
Warp System:	LN-72 (8/10/13) (D)	LF-35 (6/9.2/9.8) (D)

HULL DATA

Structure:	35	35
Size/Decks:	7/30	7/30
Length/Height/Beam:	470/111/266	470/111/266
Complement:	770	650

OPERATIONAL DATA

Atmosphere Capable:	No	No
Cargo Units:	70	80
Life Support:	Class 2 (C)	Class 3 (D)
Operations System:	Class 4 (E)	Class 4 (E)
Sensor System:	Class 2 (+2/C)	Class 2 (+2/C)
Separation System:	No	No
Shuttlebay:	1 a	1 a
Shuttlecraft:	7 Size worth	7 Size worth
Tractor Beams:	1 ad, 1 fv	1 ad, 1 fv
Transporters:	4 standard, 4 emergency	4 standard, 4 emergency

TACTICAL DATA

Phasers:	Type VIII (x5/D)	Type VIII (x5/E)
Penetration:	6/5/5/0/0	6/5/5/0/0
Torpedo Launchers:	Mk 22 DF (x6/D)	Mk 40 DF (x6/E)
Photon Penetration:	5/5/5/5/5	7/7/7/7/7
Deflector Shield:	CIDSS-2 (C)	CIDSS-3 (C)
Protection/Threshold:	14/4	15/3

MISCELLANEOUS DATA

Maneuver Modifiers:	+1 C, +2 H, +2 T	+1 C, +2 H, +3 T
Traits:	None	Battle Tested

*Refit data shown in right-hand column

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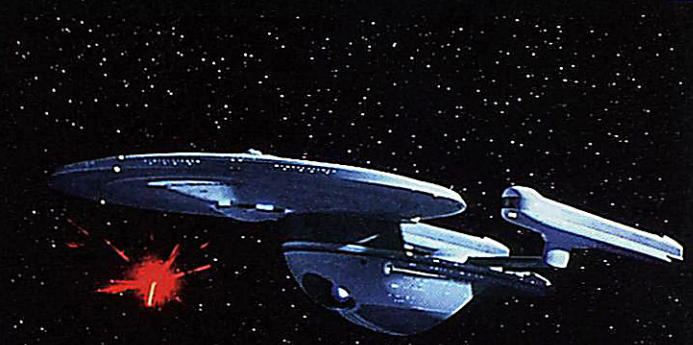

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411 00812 9923
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- ASTRO NAV 3 224 146 643
- REC 37 4N 757
- EARTH 4-19 66 114 876 969 97
- FIX AST-9SOL 390 224 040

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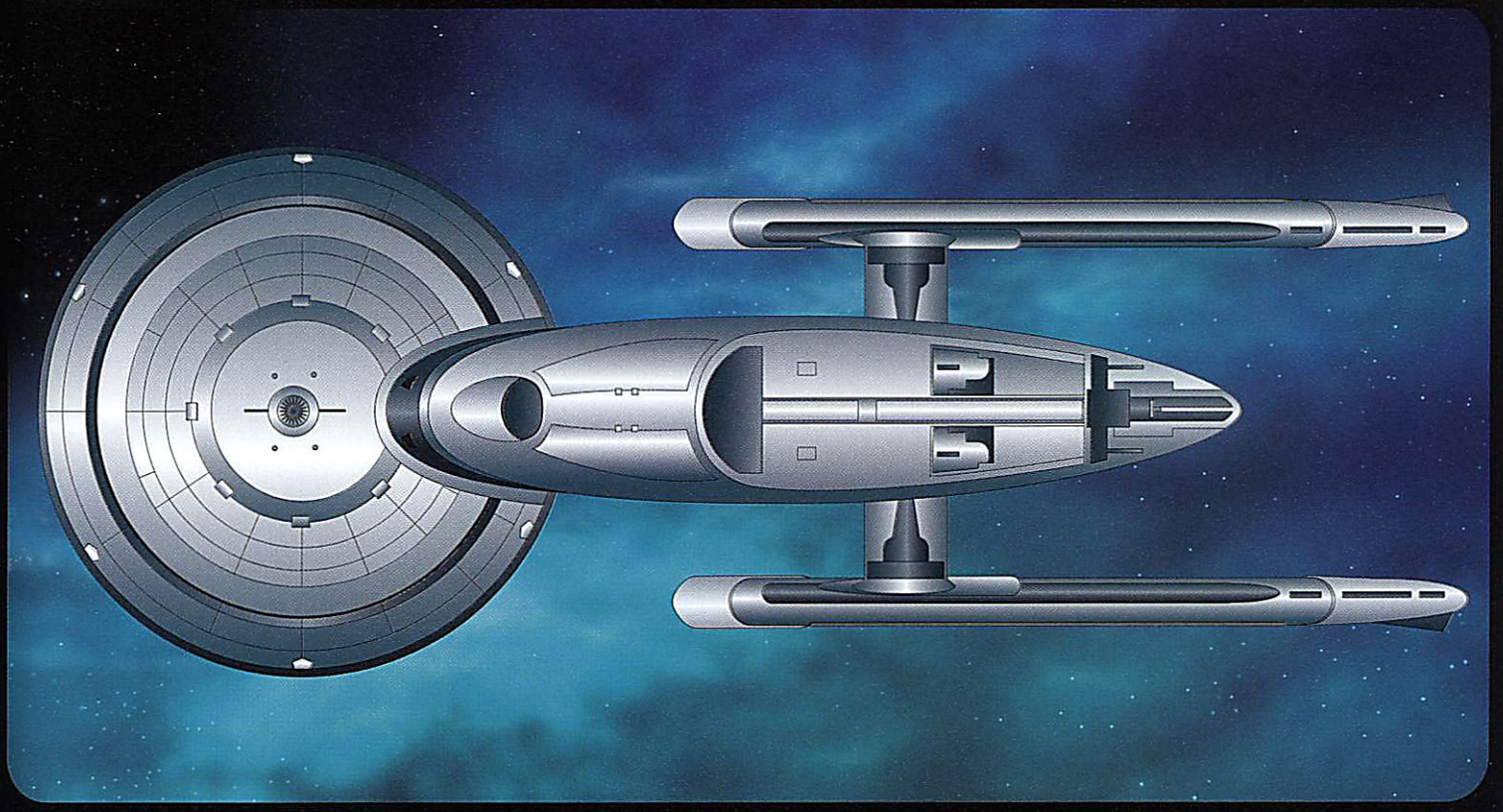

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Mission

A state-of-the art capital ship with impressive size, speed, and tactical characteristics, the *Excelsior*-class is well suited for a number of mission roles. Specializing in emergency response and long-range exploration, the *Excelsior*-class also distinguishes itself through superior firepower and the ability to project force into neighboring sectors. It served as the mainline fleet vessel for Starfleet after the retirement of the *Constitution*-class, and before the wide-scale use of *Ambassador*-class ships. It frequently operates as a command and control vessel, dictating fleet actions. A number of scientific laboratories and the ability to launch long-range probes also make the class viable for exploration and scientific missions.

Features

Originally designed as a test-bed for the experimental transwarp drive, the *Excelsior*-class underwent a number of late design changes when that project ultimately failed. While transwarp was never realized, designers were unwilling to cast aside what was otherwise a sound cruiser design. The transwarp engines were removed in favor of conventional linear warp drive engines, the uprated LN-72s, the fastest warp engines available at the time. The *Excelsior*-class can cruise at warp 8, sustain speeds of warp 10 for several hours, and reach warp 13 (OCU) when necessary. This made it by far the fastest Starfleet vessel for almost five decades.

Tactically the *Excelsior*-class is the most powerful Starfleet vessel fielded during the 23rd and early 24th centuries. Mounting several Type VIII phaser banks, the *Excelsior*'s firepower provides it with excellent strike capabilities. The addition of Mk 22 direct-fire photon torpedoes allows the class to lay down multiple fields of fire. Supplemented by the proven CIDSS-2 shield system, the class enjoys significant combat endurance.

As a support vessel, the ship's sensor capabilities are average for its class, while its operations and computer systems are top of the line. A large shuttlebay and ample cargo room gives the class the ability to operate in a number of auxiliary roles, such as colony supply, emergency relief, and deep-space surveying missions.

In 2331, the first *Excelsior* refits debuted with a number of upgraded systems. Foremost, the linear warp drive was replaced with the prototype LF-35 design. *Excelsior*-class ships served as a test bed for these engines years before they reached mass availability. The life support and impulse systems were also upgraded to the standards of the time, as were the torpedo launchers (which mounted the latest Mk 60 direct-fire photon torpedoes). This increased the *Excelsior*'s already-impressive firepower to the strongest in the fleet. The latest CIDSS shield grid was also put into place.

Original *Excelsior*-class ships have a mission profile of up to four years, with refits and/or overhauls on a 22-year basis. These exceptional endurance numbers allowed the *Excelsior* to become the backbone of Starfleet in both the 23rd and 24th centuries.

Background

The most prolific design of all time, more *Excelsior*-class starships have been built than any other vessel in Starfleet's history. While not garnering the attention the *Constitution*-class earned, *Excelsiors* made formidable ships in their own right, regardless of their shaky beginnings. The failure of the transwarp project was only a minor setback to this class. The *Excelsior*-class was one of the few vessels that could mount the large LN-72s.

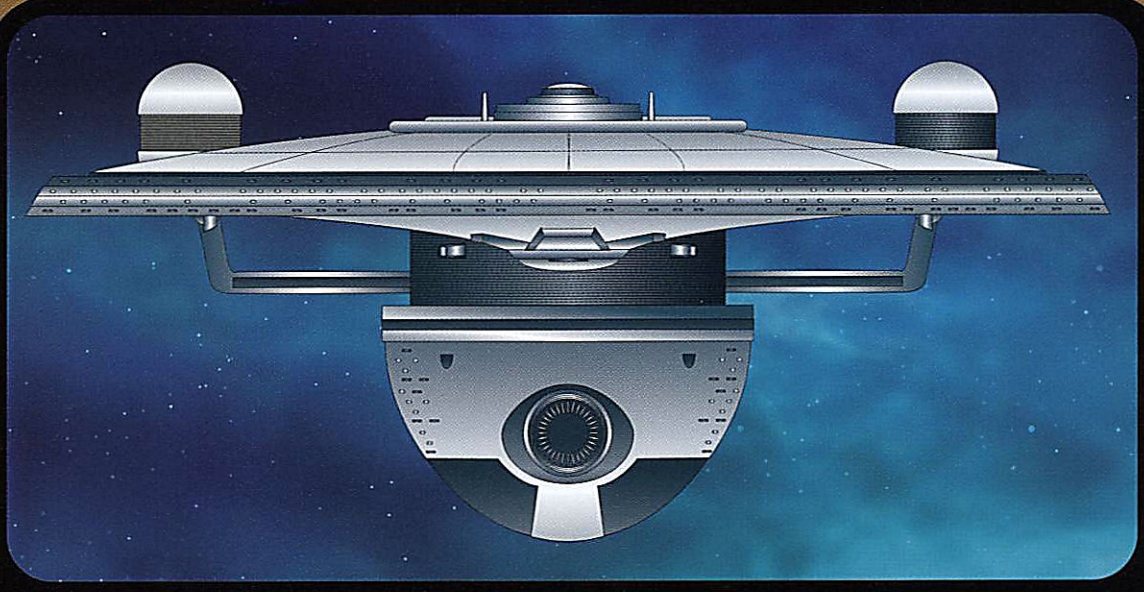
Even while other designs were on the drawing board, the *Excelsior* continued to astound critics with her multi-role functionality. The class was exceedingly fast, able to reach distant colonies and borders in a third of the time of other vessels. More importantly, the *Excelsiors* were able to handle whatever they came across, thanks to their robust armament and defensive capabilities.

In the early 24th century, after the first overhauls, a number of designers saw ways to upgrade the venerable space-frame. With no new designs on the drawing board to fill the void that would be left by retiring the class, Starfleet instead opted to upgrade the class. The upgrades breathed new life into the ships and allowed the vessels to continue to make valuable contributions to Starfleet.

Perhaps the most interesting characteristic of the *Excelsior*-class is its ability to fight "above its weight" in threat actions, frequently against superior numbers. The fighting reputation of the *Excelsiors*, coupled with their sleek lines, made them the flagship of choice for aggressive captains like Jellico, Leyton, and Nechayev.

During the Cardassian and Dominion Wars the *Excelsior*-class was an oft-seen combatant on the front lines. *Excelsior* cruisers fought at the Chin'toka, Archanis, and Bolian sectors, to name a few, in the latter parts of the Dominion War.

The flagship of Starfleet, the *U.S.S. Enterprise*-B, was commissioned as an *Excelsior*-class, while the *U.S.S. Excelsior* herself went on to a fine and distinguished career under Captain Hikaru Sulu. The refits *U.S.S. Gorkon* and *Cairo*, commanded by Captains Nachayev and Jellico respectively, saw extensive action against the Tholians and Cardassians in a number of conflicts.

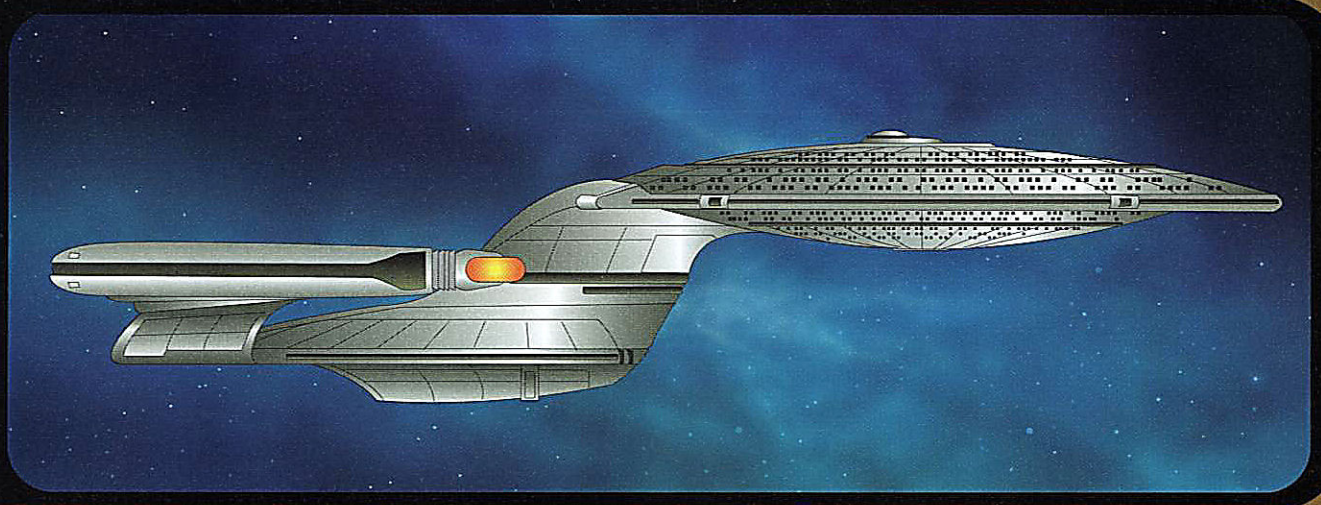


Starfleet Excelsior-class

Exploration Cruiser; Commissioned: 2284; Refitted: 2331*

Ships in Service

Name	Registry	Notes
U.S.S. Agincourt	NCC-38782	Commanded by Captain Christian Summers; defeated Tholian task force at Catalina Station (2355)
U.S.S. Al-Batani	NCC-42995	Commanded by Captain Owen Paris; participated in Tholian War (2355-2360) (R8, Famous)
U.S.S. Cairo	NCC-42136	Captain Edward Jellico in command (2360-2370); served on Cardassian frontier; later commanded by Captain Leslie Wong (2370-2374) until destroyed by Dominion forces near Romulan Neutral Zone (2374) (R10, Famous)
U.S.S. Charleston	NCC-42285	Inadvertently thrown into Romulan territory by a transitory wormhole but able to successfully navigate back to Federation space (2293)
U.S.S. Crazy Horse	NCC-50446	Served during Borg uprising (2369)
U.S.S. Enterprise	NCC-1701-B	Fourth ship to bear the name; commanded by Captain John Harriman (2293-2298); damaged by Nexus anomaly (R12, Famous, Flagship (+2 C))
U.S.S. Excelsior	NX-2000	Prototype; commanded by Captain Robert Styles; part of failed transwarp experiment (2284), later re-commissioned
U.S.S. Excelsior	NCC-2000	Commanded by Captain Hikaru Sulu (2290-2298); responsible in part for safeguarding the first Khitomer Accords (2293) (R14, Famous)
U.S.S. Farragut	NCC-2582	Decommissioned as training vessel (2359); later recommissioned for service during Dominion War (2373)
U.S.S. Fearless	NCC-14598	Test-bed for failed Kosinski engine upgrade (2364)
U.S.S. Gorkon	NCC-40521	Flagship of Admiral Nechayev (2366-2371) and the 12th Fleet (R13, Famous, Flagship (+2 C))
U.S.S. Hood	NCC-42296	Commanded by Captain Robert deSoto (2361-2366) and fought at the Chin'toka System (2374)
U.S.S. Intrepid	NCC-38907	Provided emergency relief to Klingon outpost on Khitomer following Romulan attack (2346) (R4, Famous)
U.S.S. Lakota	NCC-42768	Commanded by Erika Benteen; participated in Admiral Leyton's abortive coup (2372)
U.S.S. Lexington	NCC-14427	Transported emergency medical supplies for Taranko colony (2370)
U.S.S. Melbourne	NCC-62043	Flagship of Admiral Hanson; destroyed at the Battle of Wolf 359 (2367) (R9, Flagship (+2 C)
U.S.S. Okinawa	NCC-13958	Commanded by Captain Thomas Leyton (2350-2364); exemplary service during the Tzenkethi War (2364) (R7, Famous)
U.S.S. Potemkin	NCC-18253	Discovered the Newton III rogue planet and led the first extensive expedition into interphasic space
U.S.S. Repulse	NCC-2544	Defeated four rogue Klingon battlecruisers attempting to raid Federation colonies along the Klandera border (2297)
U.S.S. Roosevelt	NCC-2573	Destroyed at the battle of Wolf 359 (2367)
U.S.S. Tecumseh	NCC-14934	Took part in counterattack against Klingon forces at Archanis (2373)
U.S.S. Valley Forge	NCC-43305	Fought at Chin'toka System (2374)



Starfleet Galaxy-class

Explorer; Commissioned: 2357; Upgraded: 2369*

PROPULSION DATA

Impulse System: FIG-5 (.92c)		(D) in saucer and stardrive sections
Warp System: LF-41 (6/9.2/9.6)		(D) stardrive only

HULL DATA

Structure: 40	40
Size/Decks: 8/42	8/42
Length/Height/Beam: 641/137/467	641/137/467
Complement: 1,012	1,012

OPERATIONAL DATA

Atmosphere Capable: No	No
Cargo Units: 100	110
Life Support: Class 4 (E)	Class 4 (E)
Operations System: Class 4 (E)	Class 4 (E)
Sensor System: Class 4 (+4/E)	Class 4 (+4/E)
Separation System: Yes	Yes
Shuttlebay: 1 saucer a, 2 stardrive a	1 saucer a, 2 stardrive a
Shuttlecraft: 24 Size worth	24 Size worth
Tractor Beams: 1 fv, 1 av	1 fv, 1 av
Transporters: 8 standard, 8 emergency	8 standard, 8 emergency

TACTICAL DATA

Phasers: Type X (saucer x2, stardrive x3, stardrive 1 concealed/E)	
Penetration: 6/6/6/0/0 (standard), 4/4/4/0/0 (saucer), 6/5/5/0/0 (stardrive)	
Torpedo Launchers: Mk 80 DF (stardrive x2/E)	Mk 80 (stardrive x3/E)
Photon Penetration: 5/5/5/5/5	6/6/6/6/6
Deflector Shield: CIDSS-3 (C)	FSR (E)
Protection/Threshold: 15/3	17/4

MISCELLANEOUS DATA

Maneuver Modifiers: +4C, –3H, +4T	+4C, –3H, +4T
Traits: None	Prototype (+1 missile)

* Upgrade I data shown in right-hand column

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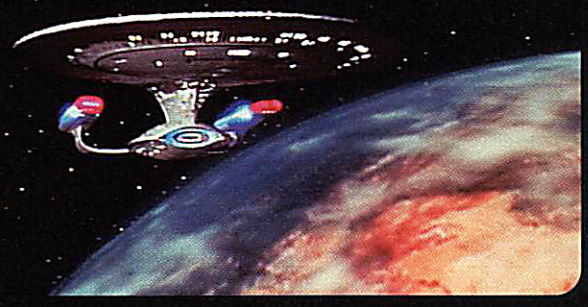

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937 757 767
969 97 548 223 676 114 876
040 989 555 077 067 390

Mission

The first true multi-role starship design in over a century, *Galaxy*-class starships function as deep-space explorers capable of operating independently for several years. Extensive sensor capabilities and laboratory facilities, as well as diverse crews, allow the *Galaxy*-class to engage in a wide range of scientific research. As the foremost ship in the 24th century Starfleet, the class was intended to project Federation influence throughout the Alpha Quadrant and beyond. When pressed, the class also makes an effective weapons platform for deployment into hostile areas of space.

Features

As a result of the *Galaxy*-Class Development Project, these ships incorporate many new technologies designed especially for the new design initiative. The design as a long-term deep-space explorer sets this vessel apart. With a standard mission duration of up to seven years, the *Galaxy*-class can operate for an extended period of time without returning to starbase. The systems on board were intended to last up to 20 years between overhauls and refits.

The design process of the *Galaxy*-class, most notably because of her size and unique requirements, was equally lengthy. Construction from concept to commissioning lasted 14 years, with other vessels following six years later. Part of this unique design is the capability of the *Galaxy* to house families. The *Galaxy*-class was the first, and only, Starfleet ship intended to transport civilians alongside the crew; this was calculated to counter the debilitating effects of long-term separation resulting from deep space exploration. The ability to keep ones family close at hand made *Galaxy*-class postings the most coveted in Starfleet.

The large size required by the ship's design parameters resulted in numerous technological advancements that would be incorporated into other starship designs, some occurring before the first *Galaxy*-class ship had even launched (like the *Nebula*-class). Structural integrity field strength had to accommodate the ship's size to prevent the spaceframe from collapsing in on itself. In order to safeguard the families on board, the *Galaxy*-class included separation capabilities. Ships of this class could separate into two fully-functional vessels, a saucer section and stardrive section. In the event of an emergency, the saucer section can deploy to escape danger, functioning essentially as a large lifeboat, and even make emergency planetfall. The stardrive section operates as an independent combat vessel, well-armed and able to provide covering fire if necessary.

The armament for the *Galaxy*-class is extensive. Multiple Type X phaser arrays, the largest of their kind, are mounted in collimated fashion across both the primary and secondary hulls and serve as the primary tactical system. The Mk 80 direct-fire photon torpedo launchers mounted fore and aft provide limited standoff capability and can also launch scientific and reconnaissance probes. The CIDSS-3 shield grid is one of the strongest in the fleet.

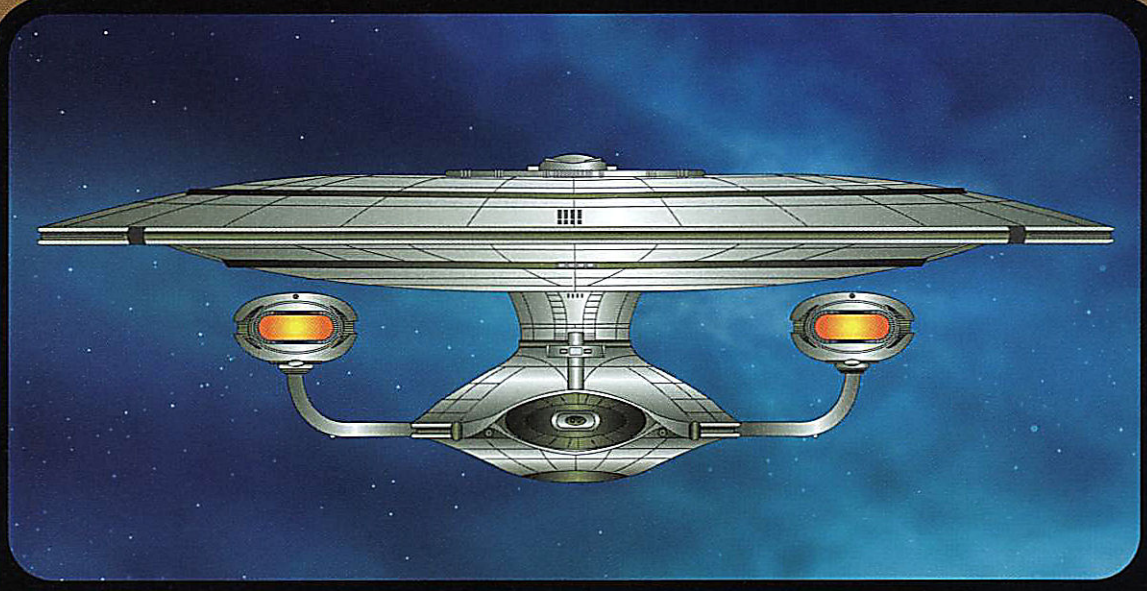
The *Galaxy*-class design process also heralded advancements in warp and impulse engines. The LF-41 warp engines make the *Galaxy*-class one of the fastest starships in the fleet, able to reach warp 9.6 (MCUs). In the event of a hull separation, only the stardrive unit is warp-capable, though the saucer section possesses warp sustainers that allow it to continue to travel in a warp field. The FIG-5 vectored thrust impulse engines incorporate multiple fusion reactors coupled with an accelerator unit to propel the immense ship (and the saucer section maintains its own impulse engines for powered flight after separation).

Because of its size and its crew complement of over one thousand, the *Galaxy*-class includes several shuttlebays, support craft, and transporters. An extensive cargo capacity allows this vessel to transport large amounts of supplies or consumables.

Despite its intended 20-year overhaul regime, an upgrade of the *Galaxy*-class in 2369 included replacing the Mk 80 torpedo launchers and shield systems. Resulting from the loss of several vessels—the *U.S.S. Yamato* to a catastrophic computer virus, the *U.S.S. Enterprise*-D to Klingon attack, and the *U.S.S. Odyssey* to Jem'Hadar attack—these upgrades were meant to counter new, unforeseen threats and safeguard both the crew and civilians. This upgrade proved fortuitous with the looming Dominion conflict close at hand.

Background

The *Galaxy*-class was intended to take deep-space exploration to a level never before attempted by Starfleet. Building on the experiences of the *Constitution*-class, and after a long period of relative peace, Starfleet Command desired to return to a more outward-looking mission. Conflict with the Klingons had abated and the Romulan Empire remained dormant behind their Neutral Zone. The *Constitution*-class, designed as a multi-mission deep-space vessel, had performed admirably despite the relatively small number constructed and their high rate of attrition. The *Galaxy*-class was meant to project Federation influence, engage in deep-space



Starfleet Galaxy-class

Explorer; Commissioned: 2357; Upgraded: 2369*

investigation, and operate autonomously as the *Constitution*-class had done a century earlier.

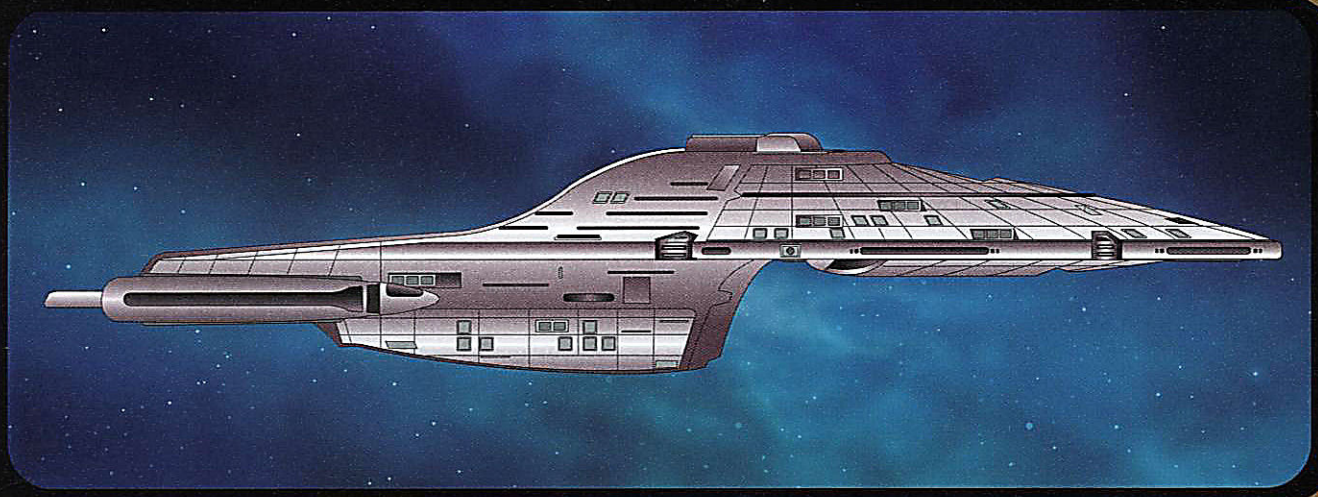
Because of the size of the *Galaxy*-class, Starfleet never intended to construct a large number of these ships. Beyond the initial six that were launched, another six spaceframes were completed but never assembled; they were instead held for a time of emergency. That emergency came shortly after the Battle of Wolf 359, where the Borg destroyed the bulk of Starfleet's defense force. Ironically, that attack was halted by a *Galaxy*-class starship, the *U.S.S. Enterprise*-D. Afterward, additional *Galaxy*-class starships were commissioned, and in a few years, during the first overhaul phase for the *U.S.S. Galaxy*, a refit program was instituted.

By far the most famous *Galaxy*-class starship is the aforementioned *U.S.S. Enterprise*-D, under the command of Captain Jean-Luc Picard. The *Enterprise* was responsible for numerous first contact and exploratory missions, as well as defense agains Klingons, Romulans, Cardassians, and Borg. In an effort to protect the Veridian star from intentional destruction by a madman equipped with a trilithium weapon, the *Enterprise*-D was lost in 2371. *Galaxy*-class starships also took part in a number of fleet actions during the Dominion War, and entire wings of these mammoth starships engaged Dominion attackers at the First and Second Battles of Vulcanis, the Battle of Chin'toka System, and the defense of Earth from Breen attacks.

With the conclusion of the Dominion War, Starfleet Command halted production of the *Galaxy*-class in favor of a return to more mission-specific designs like the *Nebula*-class, *Akira*-class, and *Nova*-class. Existing *Galaxy*-class vessels continue through their remaining operational lifespans, receiving incremental upgrades as appropriate.

Ships in Service

Name	Registry	Notes
U.S.S. Enterprise	NCC-1701-D	Commanded by Captain Jean-Luc Picard (2364-2371); sixth vessel to bear the name; lost in action at Veridian III preventing the destruction of the Veridian star (2371) (R35, Famous, Flagship (+5 C))
U.S.S. Galaxy	NX-70637	Lead ship of the line; fought at the invasion of the Chin'toka System (2374); (R3)
U.S.S. Magellan	NCC-71820	Participated in Operation Return to retake Deep Space Nine (2374)
U.S.S. Odyssey	NCC-71832	Destroyed in the Gamma Quadrant by Dominion forces while on rescue mission (2370)
U.S.S. Trinculo	NCC-71867	Participated in Operation Return (2374)
U.S.S. Venture	NCC-71854	Participated in Operation Return (2374) and assault on the Chin'toka System (2374) (R4, Battle Tested (+5 T))
U.S.S. Yamato	NCC-71807	Commanded by Captain Donald Varley; destroyed by Iconian computer virus (2365); (R6)



Starfleet Intrepid-class

Light Explorer; Commissioned: 2370

PROPULSION DATA

Impulse System: FIG-4 (.9) (C)
Warp System: LF-45 (6/9.6/9.975) (C)

HULL DATA

Structure: 30
Size/Decks: 6/15
Length/Height/Beam: 344/64/132
Complement: 150

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 60
Life Support: Class 3 (D)
Operations System: Class 4 (E)
Sensor System: Class 4 (+4/E)
Separation System: No
Shuttlebay: 1 a
Shuttlecraft: 6 Size worth
Tractor Beams: 1 fv, 1 av
Transporters: 6 standard, 6 emergency

TACTICAL DATA

Phasers: Type X (x4/D)
Penetration: 6/5/5/0/0
Torpedo Launchers: Mk 95 DF (x2/D)
Photon Penetration: 5/5/5/5/5
Deflector Shield: FSQ (D)
Protection/Threshold: 17/4

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, +0 H, +2 T
Traits: None

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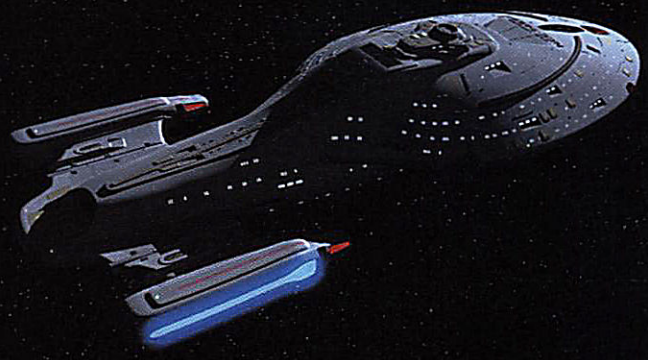

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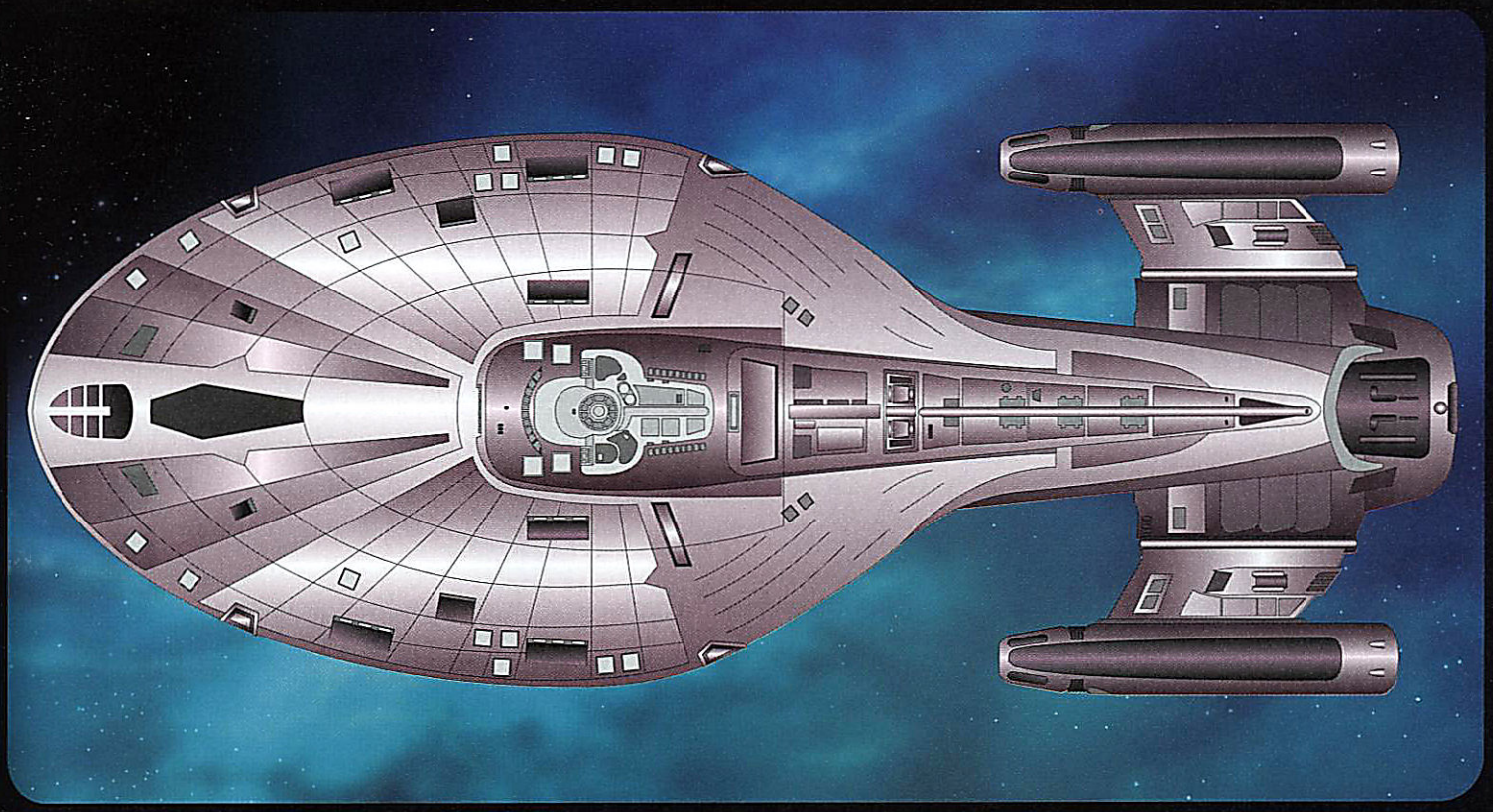

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Mission

The *Intrepid*-class represents a departure for Starfleet away from large, complicated starships like the *Nebula*- and *Galaxy*-classes toward constructing smaller and more efficient vessels. Like the *Galaxy*-class, the *Intrepid*-class incorporated a series of new developments intended to make the ship as effective as larger ships with a fraction of the resource and crew requirements. The class was designed to reach distant star systems and fulfill a variety of mission profiles, including exploration, survey, courier, and even interdiction. Atmospheric landing capabilities allow the Intrepid-class to make planetfall for repairs or to conduct extended scientific missions.

Features

Several design innovations make their first appearance on the *Intrepid*-class, among them one of the fastest warp engine designs to date. The LF-45 linear warp drive, coupled with variable geometry warp nacelles, allows the *Intrepid*-class to achieve speeds of up to warp 9.975. These nacelles grant the ability to fine-tune subspace field geometry during flight, maximizing the efficiency of the warp core. As such, the *Intrepid*-class is able to make do with a much smaller propulsion system than those found on other vessels of comparable size. In fact, the small size of the core allows the vessel to carry components to construct a spare warp core, if necessary.

The computer systems employed in the *Intrepid*-class design mark another area in which these ships are state-of-the-art. Employing a new kind of circuitry in the form of bio-neural gelpacks that incorporate synthetic neuron-analogs in a nutrient gel medium, the optical data network on board an *Intrepid*-class ship mimics the way a humanoid brain functions. This speeds data functions across the network efficiently, improving overall performance and providing a substantial increase in computing power.

Only part of the *Intrepid*'s sleek appearance results from her power generation and warp core efficiencies. The ability to enter a planetary atmosphere and land marks the other major design departure for the class. A first for a vessel of the *Intrepid's* design, this planetfall capacity is made possible by advances in structural integrity field design, thrust-vector modeling, and hull streamlining.

In its role as an explorer, the *Intrepid*-class is outfitted with enhanced and backup sensor arrays, located on the primary and secondary hulls. In addition, the *Intrepid*-class features a second spare deflector, should the main deflector fail. These redundant systems are part of what make the class such a reliable and stalwart vessel.

Her armaments are equally impressive, mounting the same Type X phaser arrays found on larger starships, such as the *Galaxy*-class. Ships of this class provide the same phaser output of larger vessels, thus allowing them to conduct close-quarters defense and offer superb threat deterrence. accurate targeting. Supplemental Mk 95 direct-fire multi-function torpedo tubes allow for the use of photon or quantum torpedoes as well as probe deployment. Because of her streamlined size, the *Intrepid*-class does not boast the extensive torpedo loadout often found on larger vessels—typically carrying under 40 missiles. The FSQ shield grid is a proven and reliable design, affording the *Intrepid* significant protection.

The *Intrepid*-class is rated for a standard six-year mission duration and overhauls over a 24 year span—the best currently found in any Starfleet vessel— making it one of the most versatile and compact explorers yet designed.

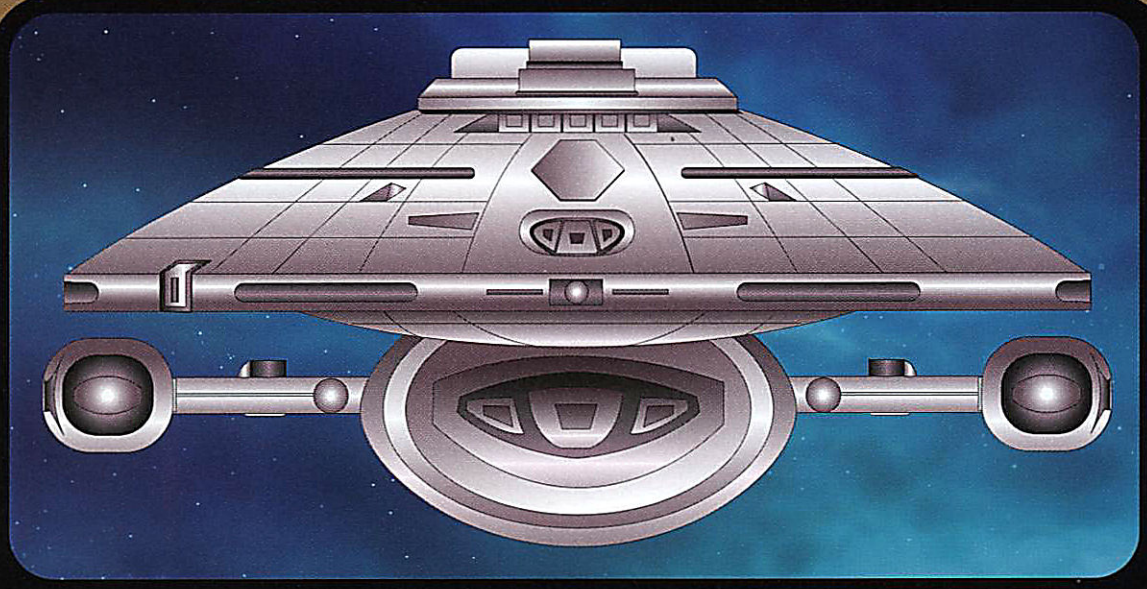
Background

The *Intrepid*-class marks the renewal by Starfleet engineers in moving away from the larger designs such as the *Galaxy*-class and back into smaller, more compact designs with a more specialized mission profile. The ships of the line are foremost fast explorers, able to reach distant star systems in considerably less time than older, and larger, starships. Once on station the *Intrepid*-class is well-equipped to deal with a variety of situations, something that has become a hallmark of the class even in its limited age.

Loss of the *U.S.S. Voyager* in 2371 shortly after her launching put some doubt into the abilities of the class, but these concerns were dismissed as *Intrepid*s began to prove themselves in a number of different arenas. In fact, it was learned much later that the *U.S.S. Voyager* was in fact still operational, trapped in the Delta Quadrant and making its way back to Federation space. Along the way *Voyager* made contact with numerous new species, overcame seemingly insurmountable odds, and even did battle with the Borg on several occasions. The return of *Voyager* in 2377, utilizing a now-destroyed Borg transwarp corridor, has provided immeasurable data as to the performance of the *Intrepid*-class.

Concurrently, during the Dominion War, *Intrepid*s fought with some success, but were never called upon for any extended engagements. Their speed and sensor capabilities made them formidable scouts, providing important intelligence data and making them more valuable as fast-attack craft and special mission starships.

Currently the *Intrepid*-class is still in production and expects to have a long life ahead of it.

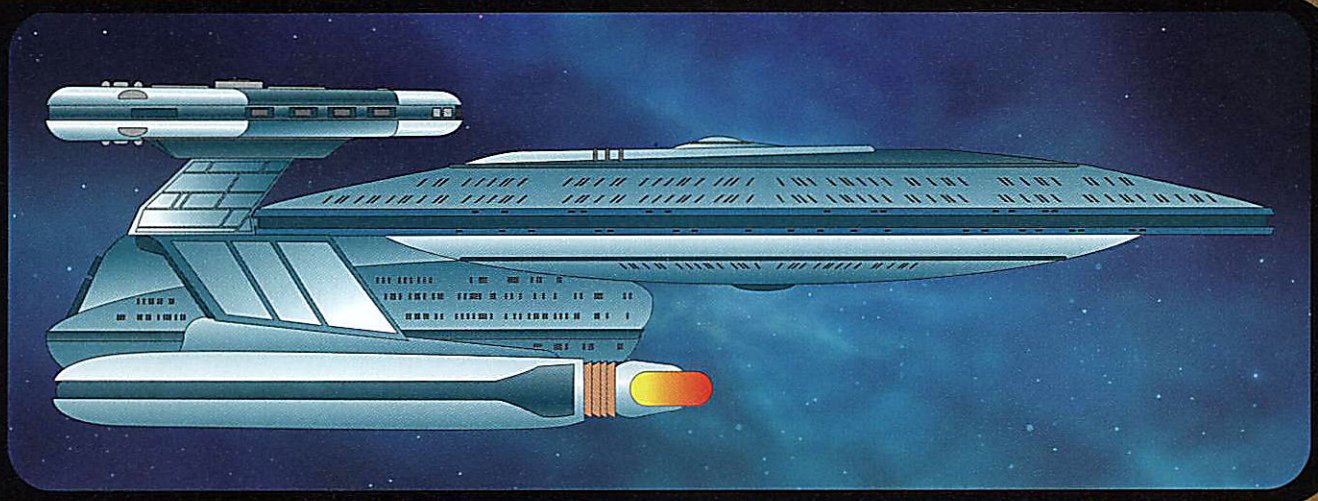


Starfleet Intrepid-class

Light Explorer; Commissioned: 2370

Ships in Service

Name	Registry	Notes
U.S.S. Bellerophon	NCC-74705	Transported diplomatic and scientific envoy to Romulus (2375)
U.S.S. Blackthorne	NCC-76719	Commanded by Captain Thann Pentis; successfully destroyed Dominion Battlecruiser and conducted patrol duty in the Styx Rift prior to the Second Battle of Vulcanis (2374)
U.S.S. Gallant	NCC-74882	Ferried Alliance delegates to Cardassia after the end of the Dominion War to formally accept surrender (2375)
U.S.S. Intrepid	NX-74620	Lead ship of the line
U.S.S. Nelson	NCC-74718	Commanded by Captain David L. Evans II; successfully overcame a second Iconian computer virus at Caldwell IV (2373)
U.S.S. Voyager	NCC-74656	Commanded by Captain Kathryn Janeway; pulled into the Delta Quadrant by the mysterious "Caretaker," see extensive documentation for records of ship's exploits during its return to the Alpha Quadrant (2371-2378) (R24, Enhanced System (Sensors x2, +4 bonus), Enhanced System (Shield Grid, Threshold 5), Famous)
U.S.S. Zealous	NCC-74732	Severely damaged by surprise attack in the Hittemite Sector by Jem'Hadar wing, but able to withdraw (2374)



Starfleet Nebula-class

Cruiser; Commissioned: 2357; Tactical Pod Variant*

PROPULSION DATA

Impulse System:	FIG-5 (.92c) (D)	FIG-5 (.92c) (D)
Warp System:	LF-41 (6/9.2/9.6) (D)	LF-41 (6/9.2/9.6) (D)

HULL DATA

Structure:	35	35
Size/Decks:	7/21	7/21
Length/Height/Beam:	465/140/467	465/148/467
Complement:	750	750

OPERATIONAL DATA

Atmosphere Capable:	No	No
Cargo Units:	70	70
Life Support:	Class 4 (E)	Class 4 (E)
Operations System:	Class 4 (E)	Class 4 (E)
Sensor System:	Class 4 (+4/E)	Class 4 (+5/E)
Separation System:	Yes (pod only)	Yes (pod only)
Shuttlebay:	2 a	2 a
Shuttlecraft:	14 Size worth	14 Size worth
Tractor Beams:	1 ad, 1 fd, 1 fv	1 ad, 1 fd, 1 fv
Transporters:	6 standard, 6 emergency	6 standard, 6 emergency

TACTICAL DATA

Phasers:	Type X (x3/D)	Type X (x5/E)
Penetration:	5/5/4/0/0	6/6/6/0/0
Torpedo Launchers:	Mk 80 DF (x2/D)	Mk 80 DF (x3/E)
Photon Penetration:	5/5/5/5/5	6/6/6/6/6
Deflector Shield:	CIDSS-3 (C)	CIDSS-3 (C)
Protection/Threshold:	15/3	15/3

MISCELLANEOUS DATA

Maneuver Modifiers:	+3 C, –1 H, +3 T	+3 C, –1 H, +3 T
Traits:	None	Prototype (+1 missile, +1 sensor)

* Tactical Pod Variant data shown in right-hand column

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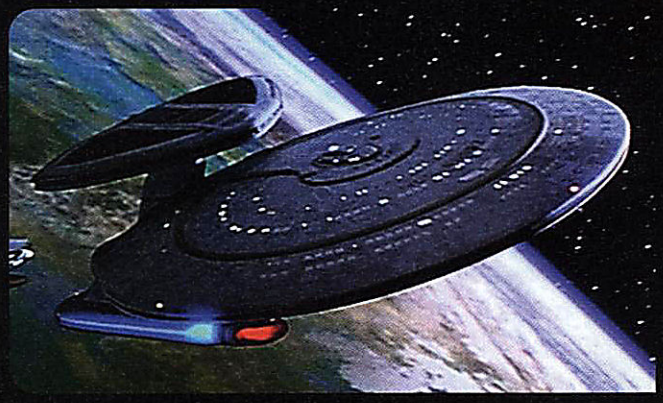

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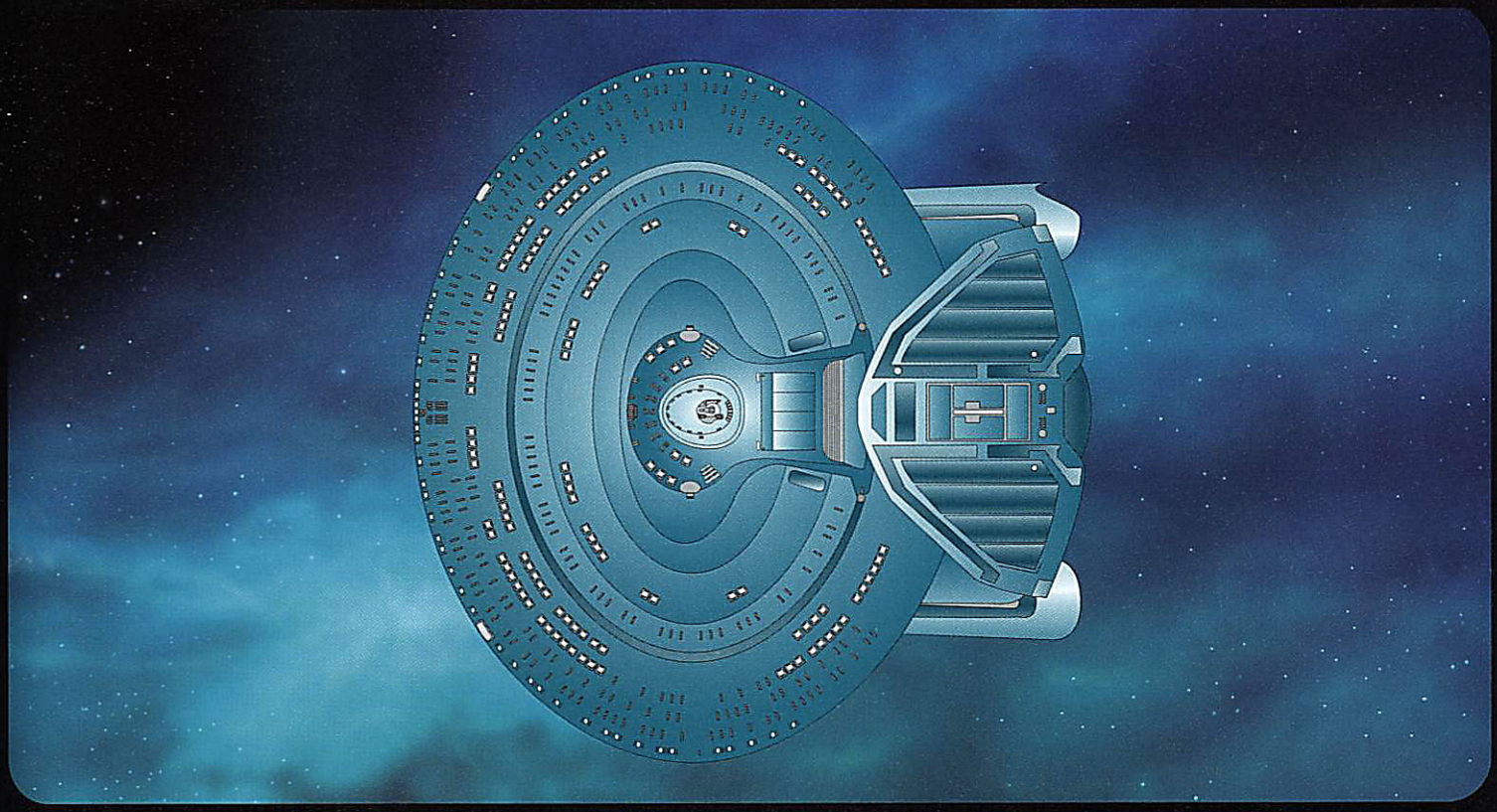

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Mission

Designed in tandem with the *Galaxy*-class, the *Nebula*-class is used for a number of different mission applications, from patrol and threat defense, to relief and ferrying of supplies. These mission profiles dictate which configuration pod the *Nebula* is equipped with to help achieve its mission objectives. The *Nebula*-class cruiser is an all-around excellent support craft capable of long-range mission profiles.

Features

A compact and efficient design, the *Nebula*-class looks very similar to its sister class, the *Galaxy*. Many of the class' components were designed for the *Galaxy*-Class Development Project, but saw deployment on the *Nebula*-class first. Ships of this line were intended to be easier to construct and maintain, requiring a shorter construction time.

Using many of the same components, these two vessels are more similar than dissimilar. Both use the same efficient LF-41 warp drive, capable of speeds up to warp 9.6. Both mount the Type X phaser and Mk 80 direct-fire photon torpedo launchers, and both use the same CIDSS-3 shield grid system. In addition, many of the operations systems came "off the shelf" from Starfleet's construction yards, which cuts development time and provides proven, reliable support.

The *Nebula*-class distinguishes itself through the use of mission-configurable upper pods. Located of the dorsal side of the vessel, the mission pod can be swapped out with any number of multi-use pods depending on the needs of the assignment. Different pod configurations, such as the cargo pod, sensor pod, and tactical pod give the *Nebula* exceptional flexibility. Reinforced and redundant systems on board the *Nebula* give it a well-earned reputation for reliability. Assisting in its role as a support vessel, the *Nebula*-class has two aft hangar bays and accommodates variety of shuttlecraft and shuttlepods so as to provide optimal efficiency for whatever missions the ship might undertake.

Most *Nebula*-class cruisers can operate for up to five years on a standard mission, with an overhaul schedule of twenty years. Before the end of the class' operational lilfetime, Starfleet evaluated the possibility of a *Nebula* refit program to extend the life of the class even further.

Nebula Configurable Pods

The basic starship statistics provided in the starship profile represent the standard configuration of a *Nebula*-class cruiser with no supplemental pod, and a sample *Nebula* with a tactical pod is provided. The ship can be configured with a number of different pods based on the needs of the mission. When constructing a mission-configurable pod, allocate 22 space to upgrade or replace existing systems. A pod can be swapped out in six hours at any starbase or station facility. Sample configurations include:

Cargo: Upgrades Life Support Systems to Class 5 and Operations Systems to Class 5, and adds 70 cargo units

Probe: Upgrades Operations Systems to Class 5 and Sensor Systems to Class 5, adds 40 cargo units and an additional Mk 80 torpedo launcher

Sensor: Upgrades Operations Systems to Class 5 and Sensor Systems to Class 5, adds 20 cargo units and an additional Type X phaser array

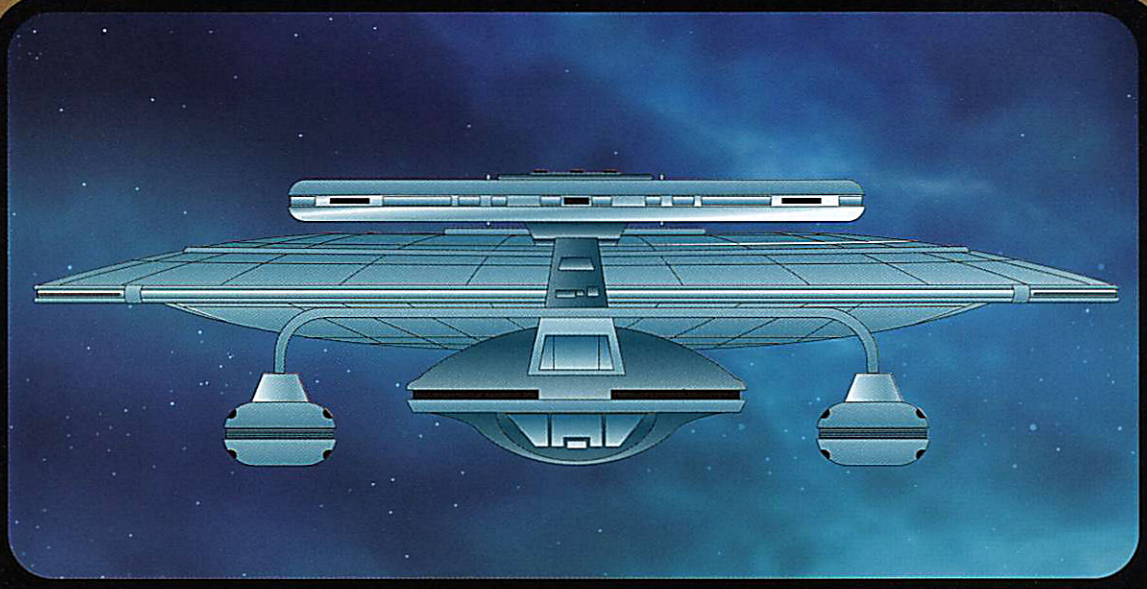
Tactical: Enhances Sensor Systems (+5), and adds two Type X phaser arrays plus an enhanced Mk 80 torpedo launcher

Background

The flexibility of the *Nebula*-class rapidly made it a favorite amongst the admiralty, and the class's extensive numbers are a testament to its popularity. Foremost is the ability to take a proven and reliable spaceframe and adapt it to any number of mission profiles through the use of the modular pod arrangement. For example, during the Dominion War, *Nebulas* were quickly reassigned to a number of mobile fleets and production of tactical pods was made a high priority. The construction of tactical pods was several times faster than building new vessels, with the end-result of several wings of *Nebulas* pressed into service as front-line starships.

Outside of war, the *Nebula*s continue to play a vital role in patrol and exploration duty, as well as ferrying supplies and parts to distant colonies and stations. In many ways they replaced the aging *Miranda*-class as the workhorse scientific platform in Starfleet, with many being assigned to long-term survey operations and research initiatives. *Nebula*s took part in the Duras blockade along the Romulan border during the Klingon Civil War, the Battle of Wolf 359, and numerous offensives against the Dominion. They have even achieved a level of notoriety amongst the Cardassians, who are loath to engage a *Nebula* and its photon torpedoes without sufficient support.

With the eventual retiring of the *Galaxy*-class on the horizon, some fear that the *Nebulas* may be quick to follow. This is, in fact, not the case—Starfleet plans to continue the development of the *Nebula*-class onward into



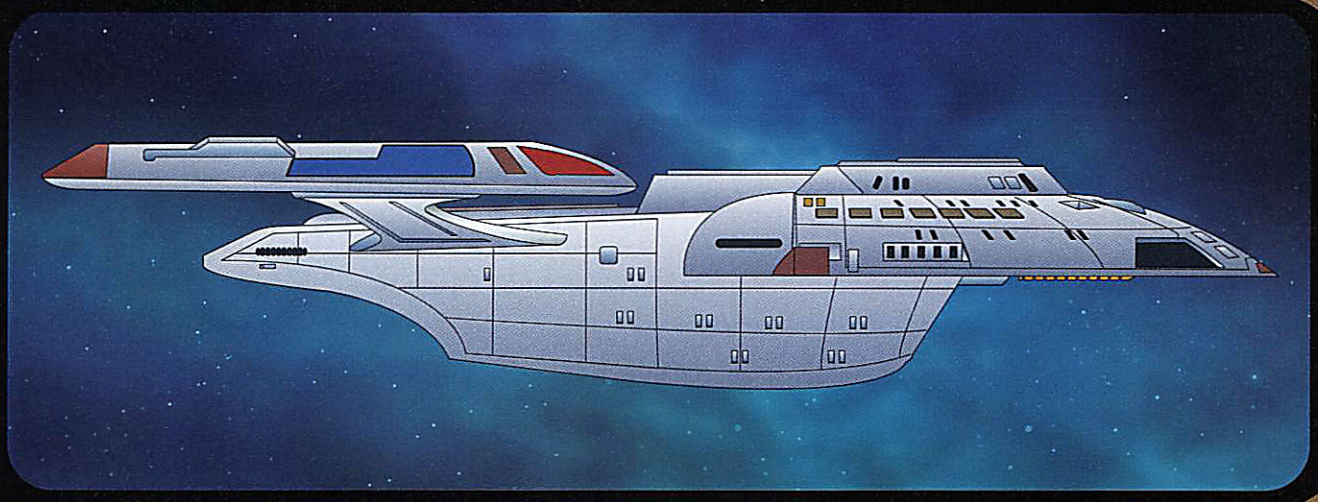
Starfleet Nebula-class

Cruiser; Commissioned: 2357; Tactical Pod Variant*

the 25th century and plans are already on the drawing board for a significant refit project. *Nebulas* also serve as excellent test-beds for emerging technologies, again, thanks to their modular mission pod, and will no doubt become the benefactors of some of these new enhancements.

Ships in Service

Name	Registry	Notes
U.S.S. Bougainville	NCC-61809	Deployed SADA station at Cassandra (2368)
U.S.S. Chesapeake	NCC-62010	Mapped the Nutrion Expanse and later took part in the liberation of Betazed (2375)
U.S.S. Endeavour	NCC-71805	Commanded by Captain Joseph Amasov; sole survivor of Battle Wolf 359 (2367), and defended Earth from Borg (2373) (R9, Famous)
U.S.S. Farragut	NCC-60597	Destroyed by Klingon forces near the Lembatta Cluster (2373)
U.S.S. Hera	NCC-62006	Commanded by Captain Silva La Forge; lost on courier mission (2370)
U.S.S. Honshu	NCC-60205	Destroyed by Cardassian Task Force (2374) (R6, Famous)
U.S.S. Leeds	NCC-70352	Participated in Operation Return (2374)
U.S.S. Leopard	NCC-62344	First vessel to penetrate and map the Tholian interphase (2357-2360); lost on Tholian border (2360)
U.S.S. Lexington	NCC-61832	Assisted to repel Borg incursion (2373)
U.S.S. Merrimac	NCC-61827	Patrols the Romulan Neutral Zone
U.S.S. Monitor	NCC-61826	Observed Romulan incursion on Nelvana III (2366)
U.S.S. Nebula	NX-60602	Lead ship of the class; reassigned to Sector 001 as test vessel for pod configurations
U.S.S. Phoenix	NCC-65420	Commanded by Captain Benjamin Maxwell; involved in Cardassian border incident (2367)
U.S.S. Prometheus	NCC-71201	Participated in reignition of the Epsilon 119 star (2370); later destroyed (2371)
U.S.S. Proxima	NCC-61952	Lost in the Gamma Quadrant, presumed to Dominion forces (2369)
U.S.S. Sutherland	NCC-72015	Participated in blockade of the Duras faction during Klingon Civil War (2367-2368)
U.S.S. T'Kumbra	NCC-62100	Commanded by Captain Solok
U.S.S. Temeraire	NCC-65387	Commanded by Captain Donaldson; whereabouts currently unknown at this time
U.S.S. Ulysses	NCC-66808	Commanded by Captain Entebe; surveyed the Helaspont Nebula (2371)



Starfleet Nova-class

Heavy Scout; Commissioned: 2368

PROPULSION DATA

Impulse System: FIG-7 (.95c) (E)
Warp System: LF-47 (6/7/8) (E)

HULL DATA

Structure: 25
Size/Decks: 5/8
Length/Height/Beam: 165/31/81
Complement: 80

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 50
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 4 (+4/E)
Separation System: No
Shuttlebay: 1 a
Shuttlecraft: 5 Size worth
Tractor Beams: 1 fd, 1 av
Transporters: 3 standard, 3 emergency

TACTICAL DATA

Phasers: Type X (x3/C)
Penetration: 5/5/4/0/0
Torpedo Launcher: Mk 95 DF (C)
Photon Penetration: 4/4/4/4/4
Deflector Shield: FSQ (D)
Protection/Threshold: 17/3

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +2 H, +0 T
Traits: Prototype (–3 beam)

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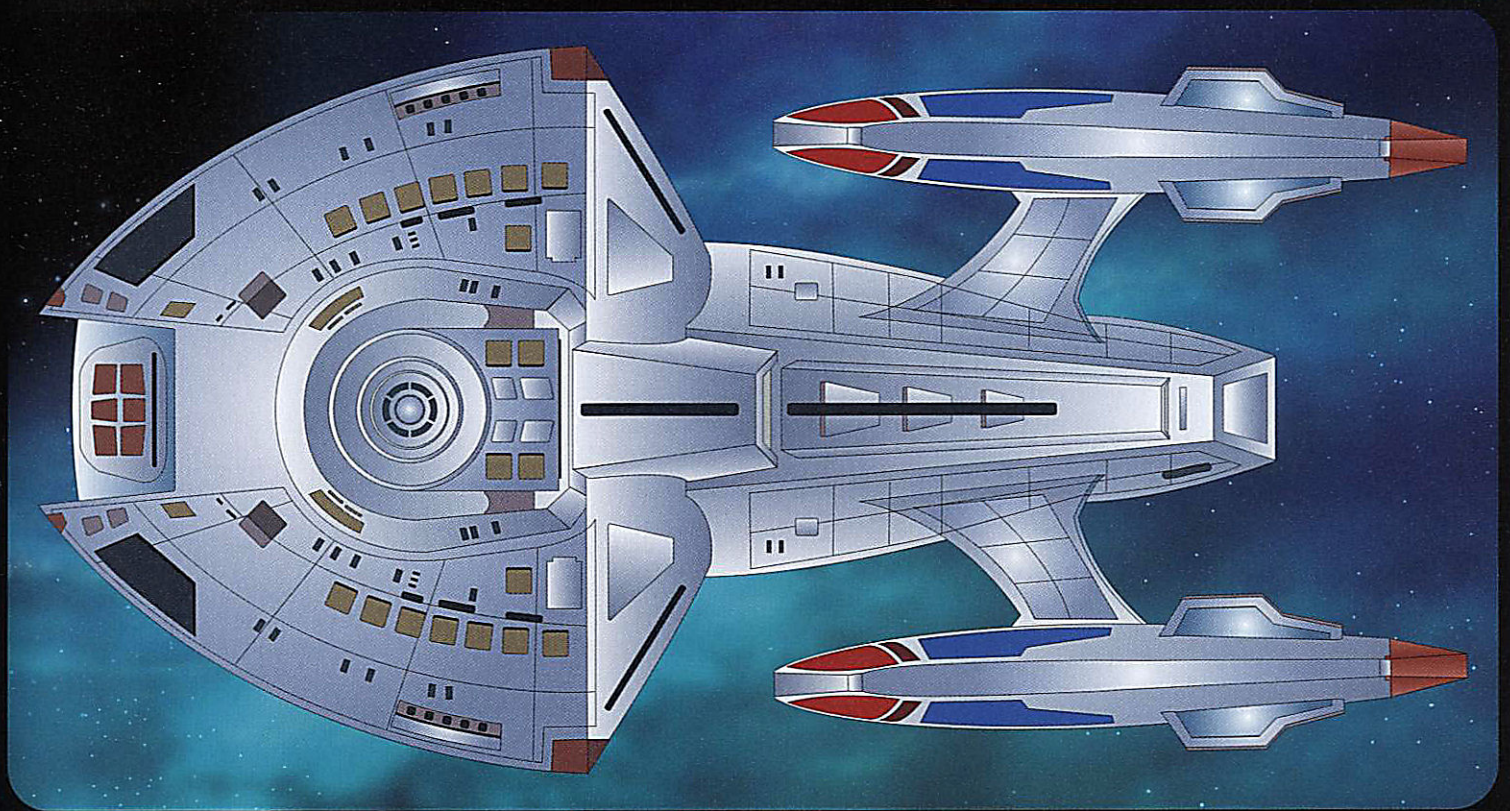

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Mission

A short-range research vessel, the *Nova*-class furthers Starfleet's mission of scientific discovery. The ship succeeds the venerable *Oberth*-class, and engages in limited duration planetary and system surveys to free up other starships for further long-range exploration. The class' primary mission involves following behind the larger exploratory starships to perform extensive research, analysis, and assessment. Extensive sensor pallets and landing capabilities complement the extensive laboratory facilities on board. While limited in speed and armament, the vessel is exceptionally durable, making it reliable in adverse conditions.

Features

The most visually distinctive feature of the *Nova*-class is the large sensor array forward of the primary hull. This array houses a Class 4 sensor suite and integrates with the ship's multiple dorsal and ventral sensor pallets. Foremost, the Nova is a scientific research and sensor platform and her design reflects this.

The *Nova*'s spaceframe, a holdover from the Defiant Project, has been streamlined for atmospheric entry and landing capability. Only the third ship class in Starfleet to possess this functionality, reinforced structural integrity fields and enhanced gravimetric generators make planetfall possible. Although not a routine maneuver, this capacity extends the class' operational alternatives and provides the crew with the option of using the *Nova*-class as a planetary research base.

The second feature that extends the ship's research capabilities is the inclusion of the Waverider atmospheric operations shuttlecraft, stored on the ventral side of the primary hull (much like the Captain's Yacht on board *Galaxy*-and *Sovereign*-class ships). The Waverider is Starfleet's most advanced atmospheric craft and allows *Nova*-class ships to extend their exploratory ventures over a greater area. An aft shuttlebay holds several support vessels, typically standard shuttlecraft and work bee general utility craft.

Propulsion systems on board are unremarkable, though of a proven and reliable design. The LF-47 warp engine provides ample power distribution to various systems but limits the *Nova*-class to a maximum speed of warp 8 with an effective cruising speed of warp 6. The FIG-7 impulse engine, however, makes the vessel highly maneuverable at sublight speeds.

While not designed to withstand extended combat, the *Nova*-class possesses the capacity to defend itself should the need arise. In case of conflict the *Nova*-class is adequately armed with Type X phaser arrays and the latest Mk 95 direct-fire torpedo launcher, which is capable of launching both photon and quantum torpedoes as well as advanced sensor probes. Because of the *Nova*'s tight streamlining and limited internal space, torpedo loadout remains limited to 20 photon torpedoes under most circumstances. An FSQ shield grid supplements the *Nova*'s defensive capabilities.

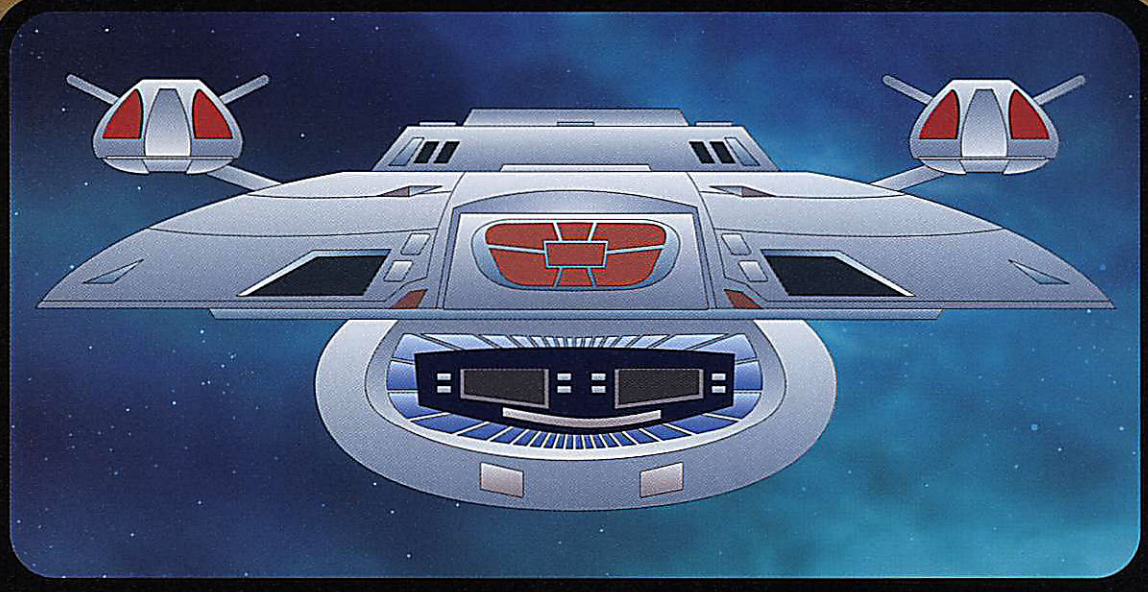
The *Nova*-class' design parameters never called for these ships to operate for extended periods of time. Its compact design limits the amount of consumables the vessel may carry, providing it with a maximum standard mission profile of two years. The recommended overhaul timeline is 7 years.

Background

The successor to the long-lived *Oberth*-class, the *Nova*-class takes the role of the deep space surveyor and builds upon it in many ways. Unlike the *Oberth*, the *Nova* contains more advanced scientific facilities and finely tuned sensors, allowing it to perform more research in a shorter amount of time. The capacity for atmospheric entry affords the *Nova*-class the ability to land when necessary for extended surveys. Finally, the vessel's rugged durability is a far cry from the vulnerability of the *Oberths*, which were lost with alarming frequency.

Starfleet engineers began work on a replacement to the *Oberth*-class, and turned to developments made during the *Defiant*-Class Development Project. The spaceframe was originally contracted by the Advanced Starship Design Bureau (ADSB) for the Defiant Project and was put through numerous warp field simulations and structural testing phases. Ultimately, Starfleet engineers chose an alternate spaceframe for the *Defiant*-class and its role as a torpedo escort. With a spare, and proven, structural design, the Pathfinder spaceframe was selected as the foundation for the *Nova*-class. A number of significant design alterations were made, namely the removal of several torpedo launchers and the addition of the refined sensor arrays.

The *Nova*-class, however, almost did not come to pass. Early on in the program, one of the first vessels launched, the *U.S.S. Equinox*, vanished near the Badlands region. The unexplained loss of the ship so early in its operational lifetime prompted a suspension of continued production and top-down review of the entire program. A detailed analysis of the *U.S.S. Nova*, the design plans, test flight data, individual components, and assembly procedures revealed no discernable flaws in the class, and Starfleet Command reinstituted construction. It would be several years before



Starfleet Nova-class

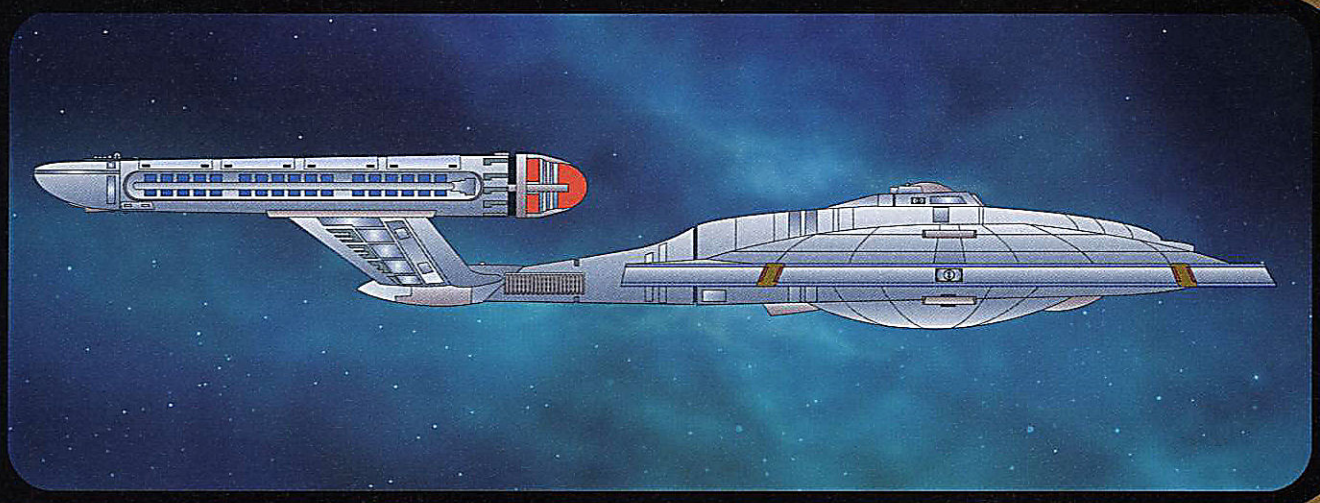
Heavy Scout; Commissioned: 2368

Starfleet learned what happened to the *Equinox;* with the return of the *U.S.S. Voyager*, it was discovered that the *Equinox* had also been pulled into the Delta Quadrant and had survived far beyond its design parameters.

Although not the most comfortable posting due to the ship's small size, feedback from officers and crews assigned to *Nova*-class ships has been favorable. Other *Nova*-class ships have not experienced the rigors to which the *Equinox* had been subjected, but have performed exceedingly well, and will eventually replace the *Oberth*-class as those ships are retired.

Ships in Service

Name	Registry	Notes
U.S.S. Aurora	NCC-72321	Assigned to extensive mapping of the Badlands, replacing the U.S.S. Equinox
U.S.S. Binary	NCC-72454	Assigned to Task Force Twenty, operating out of Cardassian space to ensure the enforcement of the post-conflict peace accords
U.S.S. Equinox	NCC-72381	Commanded by Captain Rudolph Ransom; lost in the Badlands near the Burke Expanse (2370) but later learned to have been swept into the Delta Quadrant and subsequently destroyed (2377)
U.S.S. Freeman Dyson	NCC-72411	Assigned to investigate Dyson sphere near Norpin Colony
U.S.S. Nova	NX-72330	Awaiting redeployment after the destruction of Deep Space Twelve
U.S.S. Pulsar	NCC-72358	Assigned to survey of Talos system to enforce Federation travel restrictions
U.S.S. Quasar	NCC-72369	Assigned to survey the trinary star cluster in the Berdun System
U.S.S. Solstice	NCC-72409	En route to the "Briar Patch" to study gaseous anomalies and particulate fountains



Starfleet NX-class

Cruiser; Commissioned: 2151

PROPULSION DATA

Impulse System: SBD (.6c) (B)
Warp System: WE-5 (3/4/5) (B)

HULL DATA

Structure: 25
Size/Decks: 5/7
Length/Height/Beam: 225/29/136
Complement: 82

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 50
Life Support: Class 3 (D)
Operations System: Class 2 (C)
Sensor System: Class 2 (+2/C)
Separation System: No
Shuttlebay: 2 av
Shuttlecraft: 4 Size worth
Grapplers: 2 fv
Transporter: 1 standard

TACTICAL DATA

Phase Cannons: PC-10a (x3/B)
Penetration: 3/3/2/0/0
Torpedo Launchers: FST Mk III (x3/B)
Spatial Penetration: 2/2/2/0/0
Polarizing Generators: HPG Mk 3 (C)
Protection/Threshold: 11/1

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, +0 H, +2 T
Traits: None

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45629

45983

69 5

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- A-BEV REC 37 11N 676 224 146 367 937
- EARTH S-SYS 78-1 60 224 146 937 333 757 159 970
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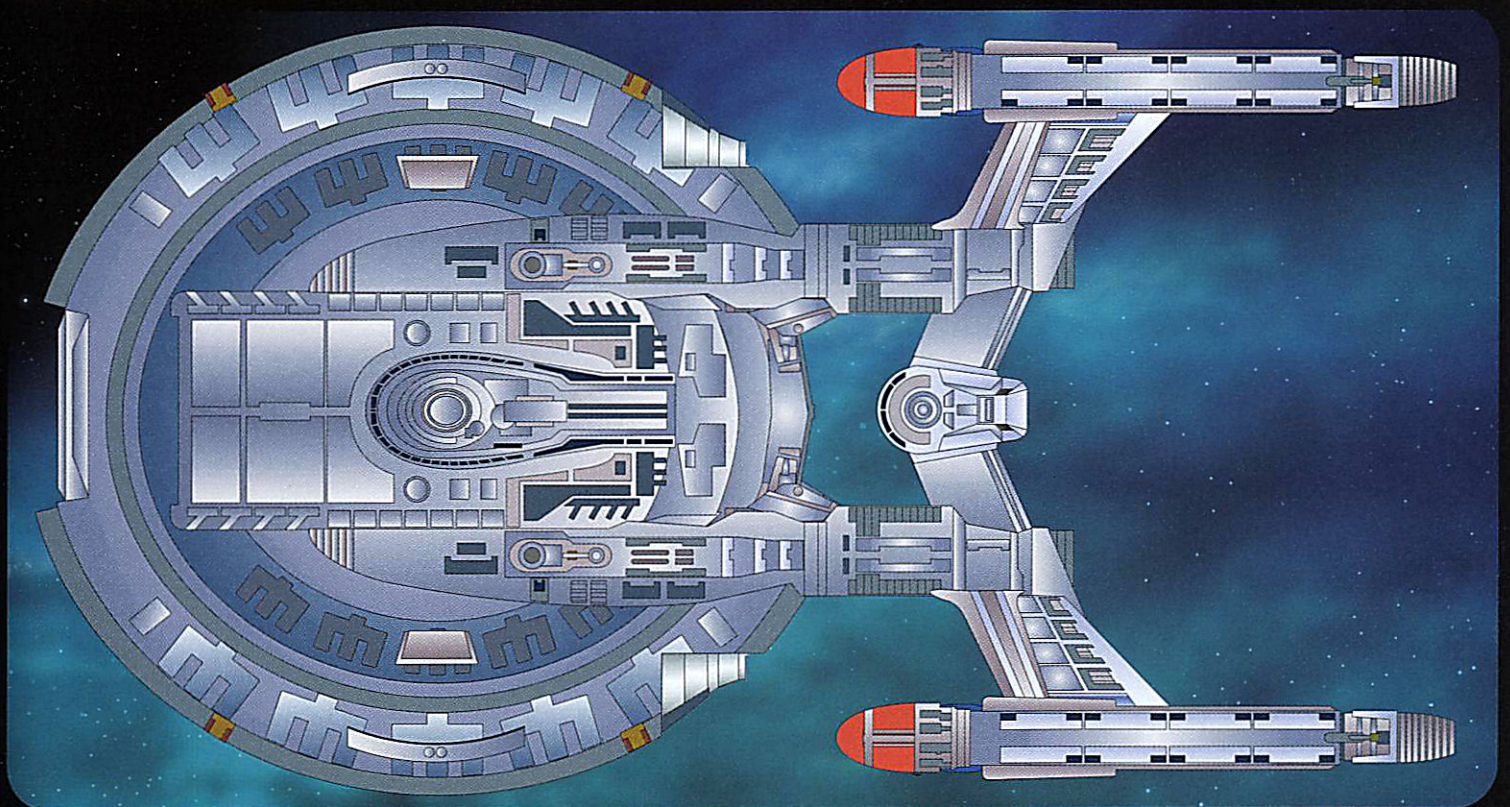

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Mission

The first deep-space explorer built by Starfleet, the *NX*-class paves the way for a new era of Human exploration. Outfitted with the fastest warp engine available at the time, the *NX*-class can obtain speeds up to warp 5, allowing mankind to travel farther than ever before. The *NX*-class was initially designed as the test-bed vehicle for this new warp drive, but included facilities suitable for first contact, exploration, and diplomatic missions.

Features

The *NX*-class represents the pinnacle of starship design in the mid-22nd century. Incorporating numerous technological advancements, the *NX*-class was designed to take Starfleet crews farther and faster than previously possible, and handle a variety of mission profiles. Transporters, spatial torpedoes, phase cannons, hull polarization, and the warp five engine are some of the advances incorporated in the *NX*-class construction.

At the heart of the *NX*-class is the pride of Starfleet, the warp five engine, designated WE-5. Capable of a maximum speed of warp 5 and a cruising velocity of warp 3, the *NX*-class is the fastest starship fielded by Starfleet by several factors. Journeys that at one time took years last only a matter of weeks. This allows Starfleet vessels to explore much farther than previously possible and respond to emerging situations much faster. An SBD impulse drive and reaction thrusters provide sublight maneuverability to support the WE-5 engine.

The *NX*-class incorporates several system enhancements that make it the most modern of its day. It is the first starship to carry a transporter certified for organic transport. In the past, due to limits in molecular imaging resolution transporter use had been limited to only non-living matter; transporters were relegated to hauling cargo. With new, more sophisticated transporters, personnel can be transported across orbital distances in a matter of seconds. Use of the transporter would remain a tricky process and work continued to refine the system's targeting and imaging scanners; few Starfleet officers were comfortable with the idea of scattering their molecules across space. To supplement the transporter, ships of this class also include a ventral shuttebay equipped with two shuttlepods (the fore-runner of the shuttlecraft). Between missions the shuttlebay can be pressurized for shuttlepod maintenance. To avoid the possibility of contamination by foreign elements and pathogens, a post-mission decontamination chamber is available to monitor and remove any parasitic objects. Positive ion bombardment can also help promote recovery from adverse environments.

The *NX*-class, as its cruiser designation suggests, presents a capable weapons platform. The initial launch of the *NX*-class, the *Enterprise*, came under hasty circumstances. While the *NX*-class design calls for installation of Starfleet's new phase cannons, the hasty departure of the *Enterprise* meant that the crew had to manually assemble and install these weapons some time after launch. The *NX*-class is also equipped with fore- and aft-firing torpedo launchers capable of launching spatial torpedoes. These missile weapons require precise configuration of the vessel's targeting scanners in order to obtain a meaningful strike. Defensively, the *NX*-class is equipped with HPG Mk 3 hull polarization generators. Placed equidistantly along the ship's hull to provide maximum coverage, these generators can polarize the outer hull, rearranging the molecules into a more resilient alloy and enhancing the vessel's defensive and structural capabilities.

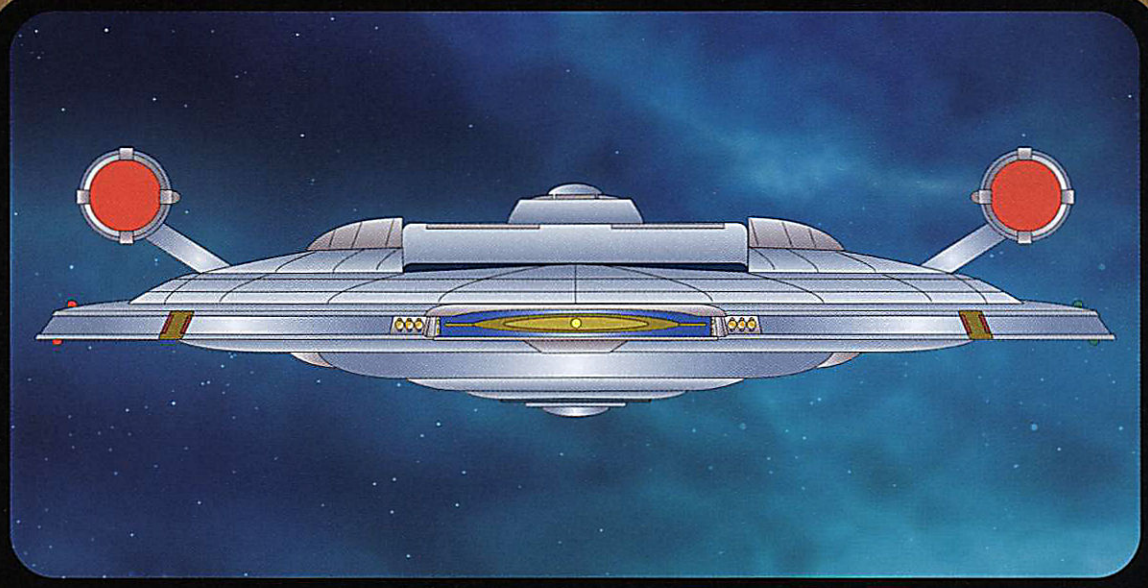
The *NX*-class has a standard mission profile of two years between resupply, although Starfleet hopes to extend this even further. Operational life between overhauls is rated at 10 years.

Background

Launched in 2151, the *NX*-class starship *Enterprise* was the first Earth vessel equipped with a warp 5-capable propulsion system. The engine was the product of the Warp Five Research Complex championed by Dr. Zefram Cochrane. After several decades of research and static warp tests, scientists like Dr. Henry Archer unveiled the WE-5 engine and ushered in a new age of exploration for the people of Earth.

Despite the theoretical advances made in the field of subspace dynamics and warp propulsion, the WE-5 almost never saw deployment or significant field-testing. Since first contact, the Vulcans assumed an advisory position in Earth society, shepherding humanity through a period of transition into a wider interstellar community. The Vulcans, believing Humanity to be too emotional and too primitive to embark on deep-space exploration, effectively argued against deploying starships equipped with the new engine. Fearful of losing Vulcan support and assistance, Earth's nascent Starfleet Command held up the *NX*-class project for several years. It seemed as though the *Enterprise,* the first *NX*-class ship, would never be launched.

The crash of an alien vessel in Broken Bow, Oklahoma changed things. Identifying the alien as a Klingon, a warlike species much more technologically advanced than Humans, the Vulcans volunteered to trans-



Starfleet NX-class

Cruiser; Commissioned: 2151

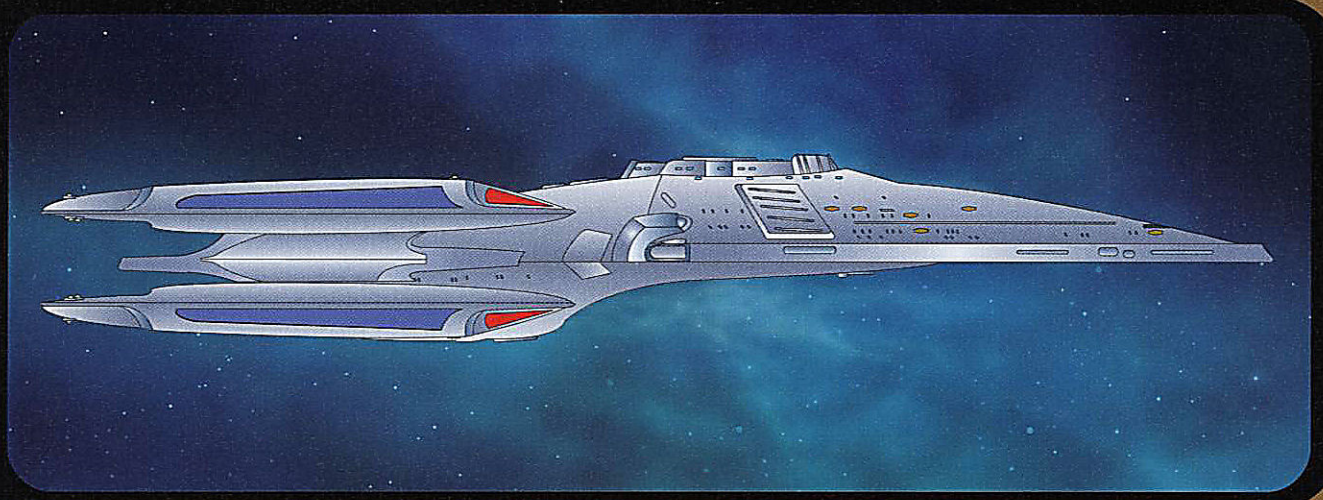
port the lost Klingon home. Starfleet's admirals, believing Earth ready to take its place among the stars, refused Vulcan assistance, and launched the *Enterprise* to safely accompany the Klingon to his homeworld.

Under the command of Jonathan Archer, son of Henry Archer, the crew of the *Enterprise* not only successfully completed its mission, but also traveled beyond the furthest reaches of human exploration. The *NX*-class would serve as the foundation for Starfleet starship designs in the coming years, and would even inspire a similarly-designed vessel, the *Akira*-class, in the mid-24th century. The *Enterprise* would continue a multi-year mission that distinguished her in the annals of history. Making first contact with the Klingons, Suliban, Andorians, Xyrillians, and Tandarans, to a name a few, are just a few of *Enterprise*'s accomplishments.

Ships in Service

Name	Registry	Notes
Enterprise	NX-01	First starship to bear the name, commanded by Captain Jonathan Archer, launched with the first warp five-capable engine (2151) (R21, Famous)

Starfleet will undoubtedly field additional NX-class ships in the near future, but the Enterprise remains the field test and latest development in Human starship technology as of its launch.



Starfleet Prometheus-class

Light Cruiser; Commissioned: 2374

PROPULSION DATA

Impulse System: FIG-5 (.92c) (D)
Warp System: LF-50 Mod 1 (9/9.5/9.99) (D)

HULL DATA

Structure: 40 (5 ablative armor)
Size/Decks: 7/15
Length/Height/Beam: 415/113/170
Complement: 141

OPERATIONAL DATA

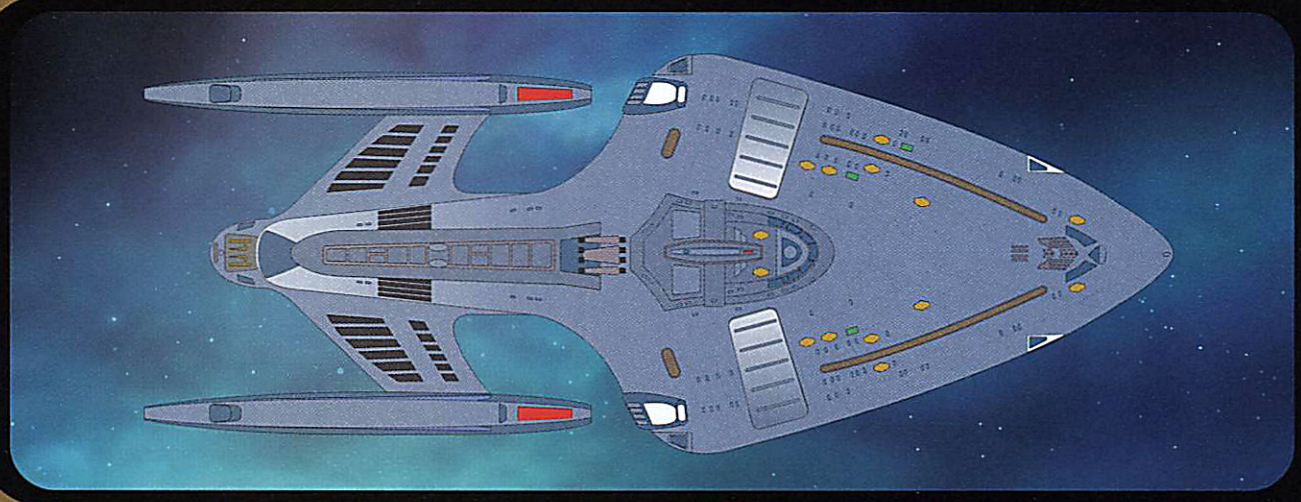
Atmosphere Capable: No
Cargo Units: 70
Life Support: Class 3 (D)
Operations System: Class 4 (E)
Sensor System: Class 4 (+4/E)
Separation System: MAM (2 sub-ships)
Shuttlebay: 1 ad
Shuttlecraft: 7 Size worth
Tractor Beams: 1 av, 1 ad
Transporters: 6 standard, 6 emergency

TACTICAL DATA

Phasers: Type XII (x2, x2 concealed/E)
Penetration: 4/4/4/0/0
Torpedo Launchers: Mk 95 DF (x1, x1 concealed/E)
Quantum Penetration: 5/5/5/5/5
Deflector Shield: FSS (E)
Protection/Threshold: 17/5

MISCELLANEOUS DATA

Maneuver Modifiers: +2C, +0H, +3T
Traits: Ablative Armor, Vulnerable System (Warp Drive)



Starfleet Prometheus-class

Saucer Section; Commissioned: 2374

PROPULSION DATA

Tractor Beams: 1 av
Transporters: 2 standard, 2 emergency

HULL DATA

tructure: 30 (5 ablative armor)
Size/Decks: 5/8
Length/Height/Beam: 216/65/170
Complement: varies

OPERATIONAL DATA

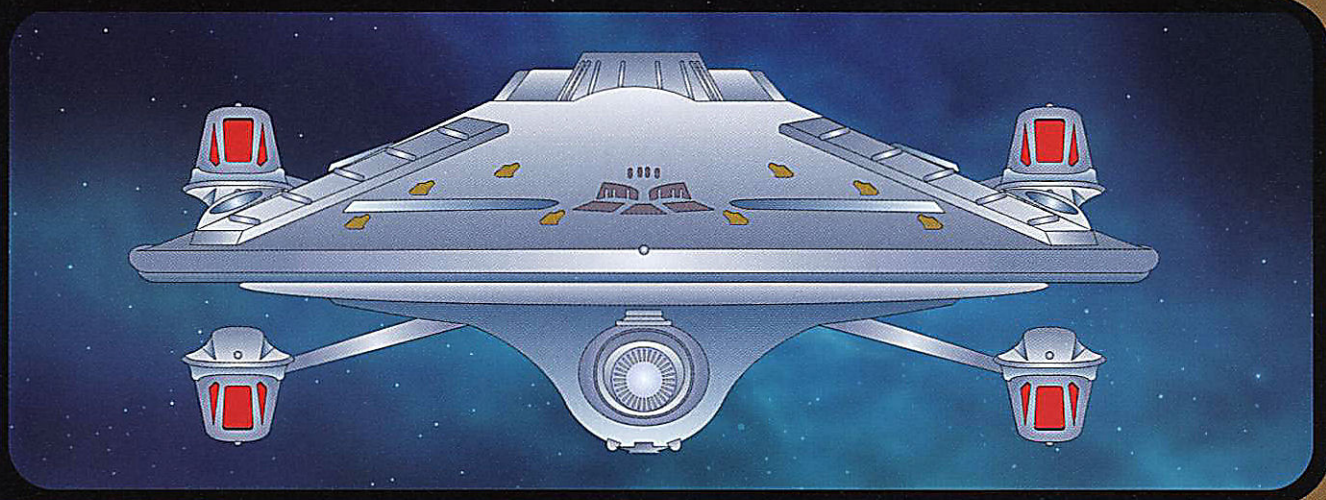
Atmosphere Capable: No
Cargo Units: 20
Life Support: Class 3 (D)
Operations System: Class 4 (E)
Sensor System: Class 4 (+4/E)
Separation System: MAM
Shuttlebay: None
Shuttlecraft: None

TACTICAL DATA

Impulse System: FIG-5 (.92c) (D)
Warp System: LF-12 (5/7/9) (D)
Phasers: Type XII (x2/E)
Penetration: 4/4/4/0/0
Torpedo Launchers: None
Quantum Penetration: None
Deflector Shield: FSS (E)
Protection/Threshold: 17/5

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, +0 H, +3 T
Traits: Ablative Armor, Vulnerable System (Warp Drive)



Starfleet Prometheus-class

Battle Sections (Dorsal and Ventral); Commissioned: 2374

PROPULSION DATA

Impulse System: FIG-5 (.92c) (D)
Warp System: LF-50 Mod 1 (9/9.5/9.99) (D)

HULL DATA

Structure: 30 each (5 ablative armor)
Size/Decks: 5/7 dorsal, 5/6 ventral
Length/Height/Beam: 314/49/164 dorsal, 314/54/184 ventral
Complement: Varies

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 20 dorsal, 30 ventral
Life Support: Class 3 (D)
Operations System: Class 4 (E)
Sensor System: Class 4 (+4/E)
Separation System: MAM
Shuttlebay: 1 ad (dorsal battle section)
Shuttlecraft: 7 Size worth
Tractor Beams: 1 ad (dorsal battle section)
Transporters: 2 standard, 2 emergency

TACTICAL DATA

Phasers: Type XII (E)
Penetration: 4/3/3/0/0
Torpedo Launchers: Mk 95 DF (E)
Quantum Penetration: 5/5/5/5/5
Deflector Shield: FSS (E)
Protection/Threshold: 17/5

MISCELLANEOUS DATA

Maneuver Modifiers: None
Traits: Ablative Armor, Vulnerable System (Warp Drive)

Starfleet Prometheus-class

Light Cruiser; Commissioned: 2374

Mission

The most advanced starship fielded by Starfleet, the *Prometheus*-class is a proof of concept starship intended to establish the viability of the revolutionary multivector assault mode. Designated as a light (fast) cruiser, the *Prometheus* is a response to the increasing number of threats to Federation security, and was proposed as a front-line, deep incursion weapon meant solely for combat and similar tactical profiles.

Features

Several features make the *U.S.S. Prometheus* the most cutting-edge design concept in Starfleet's history. While not deployed as part of the fleet, the *Prometheus*-class provided valuable lessons in advanced ship design and construction, and has the potential to revolutionize starship construction.

The entire concept of the *Prometheus* design revolves around its use of a multivector assault mode (MAM). The MAM allows the *Prometheus* to split into three fully functional starships, operating semi-autonomously but in concert with each other through a highly-automated computer system. When deployed, these vessels can conduct fleet engagements and maneuvers in unison, providing a formidable tactical advantage. Tests thus far have shown the MAM to be effective at allowing the *Prometheus* to take on and defeat vessels of otherwise far greater combat capabilities.

In order to support the complex systems required to synchronize three independent spacecraft, the *Prometheus*-class uses the most advanced computer systems available. As few as four personnel can operate the vessel, even in separated mode. The ship boasts the same bio-neutral gelpacks found on the *Intrepid*-class. Operationally, the class includes state-of-the-art control systems, a shipwide holomatrix array that allows the vessel's EMH-2 to travel anywhere in the ship, and an advanced sickbay.

Built with cutting-edge components, the *Prometheus*-class uses many systems not found on other starships. The LF-50 Mod 1 advanced linear warp drive is specially designed for the *Prometheus* and allows the merged configuration to achieve speeds of warp 9.99 (individual subships, such as the command ship and its LF-12X compact linear warp drive, are limited to warp 9). The FIG-5 impulse drive is one of the most advanced sublight engines in the field.

Tactically, the *Prometheus* boasts considerable firepower. Each sub-ship uses multiple Type XII phaser arrays to project an impressive level of force. The Mk 95 direct-fire torpedo tubes carry the latest quantum torpedo ordinance and provide a long-range standoff capability. Defensively, the *Prometheus*, sans the *Sovereign*-class, is the first vessel to employ the FSS regenerative shield grid. This shield grid, aside from being exceptionally robust, can siphon energy to regenerate itself and reinforce the shields automatically during combat. The hull plating is constructed of the same ablative armor used in the *Defiant*-class, as well. The *Prometheus*-class has an anticipated mission profile of up to one year.

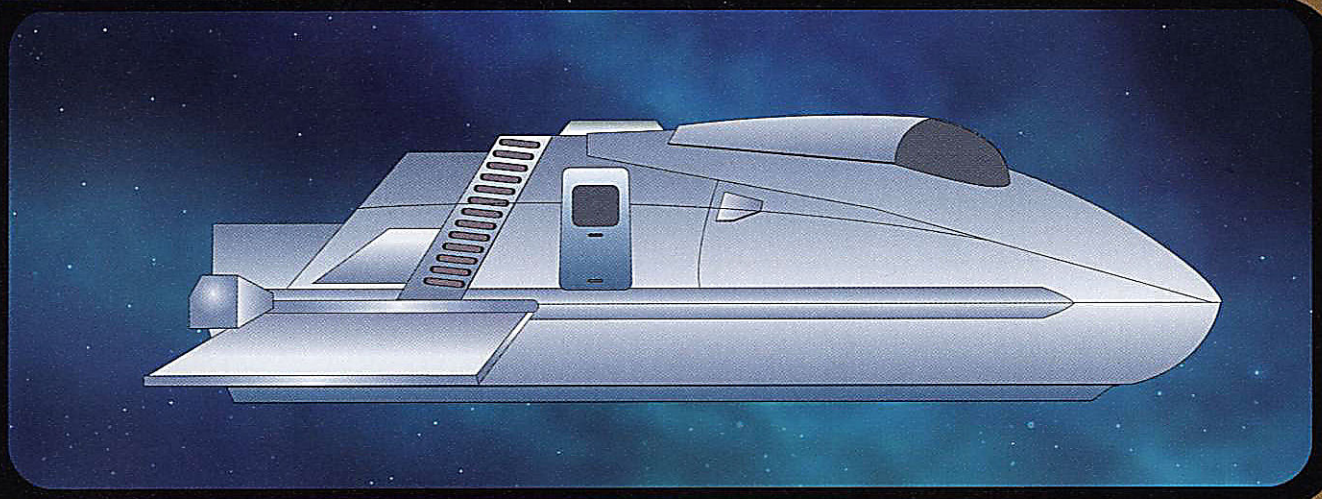
Background

Although completed prior to the end of the Dominion War, the *Prometheus* never saw combat, and an incident during the ship's shakedown period delayed things further. As the latest starship design to be unveiled in the late 24th century, the *Prometheus* is also the most coveted. Even before initial design trials were finished, the ship garnered the attention of the Romulan *Tal Shiar*. In 2374 a group of *Tal Shiar* agents infiltrated Starfleet security and commandeered the *Prometheus*. Although the attempt to take the vessel to a Romulan port was thwarted and the ship returned to the Beta Antares shipyards, Starfleet remains understandably worried about the technologies found in the *Prometheus* falling into the hands of other, hostile, governments.

While it may take some time for Starfleet crews to become accustomed to the high degree of automation handled by the computer, initial results showed that the *Prometheus* performed markedly better under tactical situations with the system than without. As of yet Starfleet has not made any long-term decisions regarding the future of the *Prometheus*-class.

Ships in Service

Name	Registry	Notes
U.S.S. Prometheus	NX-59650	Prototype and lead ship of the line; served as proof of concept; stolen by Romulan Tal Shiar agents and later recovered (2374)
U.S.S. Hercules	Not applicable	Proposed
U.S.S. Titan	Not applicable	Proposed command for William T. Riker, former first officer of the U.S.S. Enterprise-D and -E



Starfleet Shuttlecraft

Type I Shuttlepod; Commissioned: 2150

PROPULSION DATA

Impulse System: SBA (.25c) (C)
Warp System: None

HULL DATA

Structure: 5
Size/Decks: 1/1
Length/Height/Beam: 6.1/2.75/2.62
Complement: 1 pilot + 5 passengers

OPERATIONAL DATA

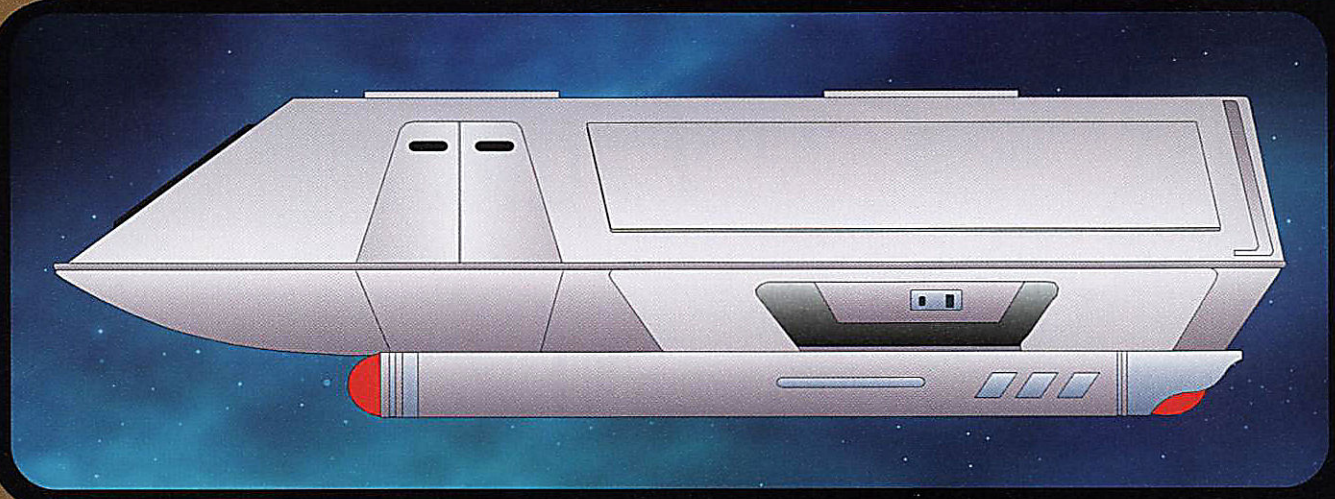
Atmosphere Capable: Yes
Cargo Units: 1
Life Support: Class 2 (C)
Operations System: Class 2 (C)
Sensor System: Class 2 (+2/C)
Tractor Beams: None
Transporters: None

TACTICAL DATA

Beam Weapons: TDM-8 Plasma (x2/A)
Penetration: 2/0/0/0/0
Torpedo Launchers: None
Missile Penetration: None
Defensive Systems: HPG Mk 2 (B)
Protection/Threshold: 10/1

MISCELLANEOUS DATA

Maneuver Modifiers: –1 C, +2 H, +1 T
Traits: None



UFP Shuttlecraft

Class F/G Shuttlecraft; Commissioned: 2245/2269

PROPULSION DATA

Transporters: None
Impulse System: SBC (.5c) (B)

HULL DATA

Structure: 5
Size/Decks: 1/1
Length/Height/Beam: 5.95/3/2.93
Complement: 1 pilot + 6 passengers

OPERATIONAL DATA

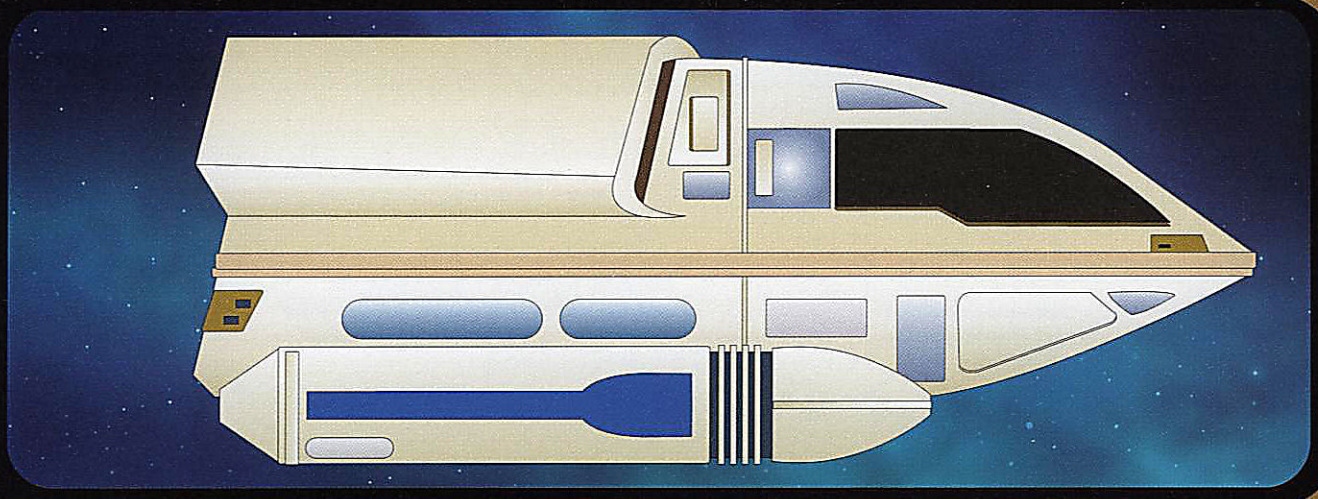
Atmosphere Capable: Yes
Cargo Units: 1
Life Support: Class 2 (C)
Operations System: Class 1R (BB)
Sensor System: Class 2 (+2/C)
Tractor Beams: None

TACTICAL DATA

Warp System: None
Beam Weapons: None
Penetration: None
Torpedo Launchers: None
Missile Penetration: None
Defensive Systems: PFF 2 (A)
Protection/Threshold: 12/2

MISCELLANEOUS DATA

Maneuver Modifiers: +0C, +2H, +0T
Traits: None



UFP Shuttlecraft

Type 6 Shuttlecraft; Commissioned: 2364

PROPULSION DATA

Impulse System: FIB (.5c) (B)
Warp System: LF-2 (1.2/3.5/4) (B)

HULL DATA

Structure: 10
Size/Decks: 2/1
Length/Height/Beam: 6/2.7/4.4
Complement: 2 pilots + 6 passengers

OPERATIONAL DATA

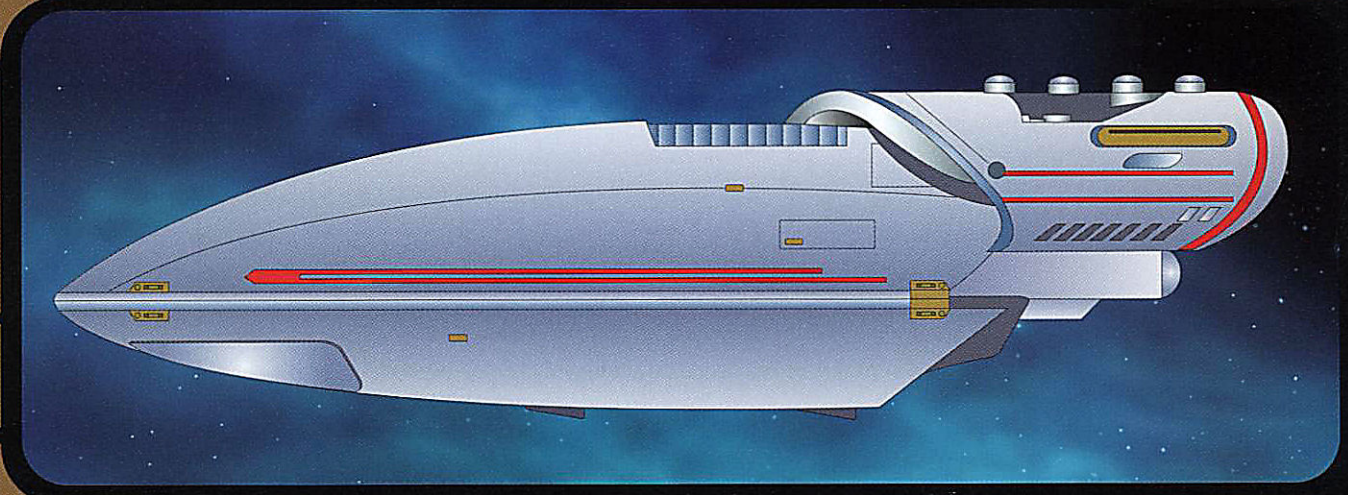
Atmosphere Capable: Yes
Cargo Units: 2
Life Support: Class 3 (D)
Operations System: Class 2R (CC)
Sensor System: Class 2a (+2/BB)
Tractor Beams: 1 av
Transporters: 1 2-person standard

TACTICAL DATA

Beam Weapons: Type IV (A)
Penetration: 2/2/2/0/0
Torpedo Launchers: Mk 25 DF (A)
Missile Penetration: 2/2/2/2/0 (Photon)
Defensive Systems: FSQ-1A (BB)
Protection/Threshold: 12/1

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +1 H, +1 T
Traits: Unique System (Beam)



PROPULSION DATA

Impulse System: FIA (.5c) (A)
Warp System: LF-6 (3/4/5) (A)

UFP Shuttlecraft

Type 10 Shuttlecraft; Commissioned: 2373

HULL DATA

Structure: 10
Size/Decks: 2/1
Length/Height/Beam: 9.64/3.35/5.82
Complement: 4 persons

OPERATIONAL DATA

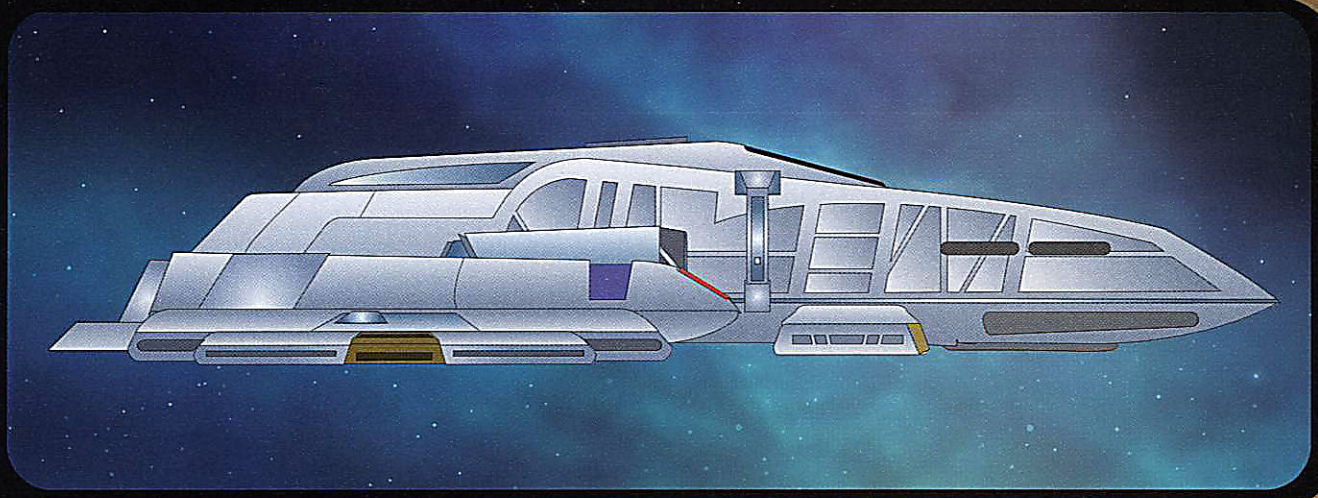
Atmosphere Capable: Yes
Cargo Units: 2
Life Support: Class 3 (D)
Operations System: Class 2R (CC)
Sensor System: Class 3a (+3/CC)
Tractor Beams: 1 av
Transporters: 1 2-person standard

TACTICAL DATA

Beam Weapons: Type V (A)
Penetration: 3/3/2/0/0
Torpedo Launchers: Mk 25 DF (A)
Missile Penetration: 3/3/3/3/0 (Quantum)
Defensive Systems: FSQ-1A (BB)
Protection/Threshold: 12/1

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +1 H, +1 T
Traits: Unique System (Beam)



UFP Shuttlecraft

Aeroshuttle; Commissioned: 2370

HULL DATA

Structure: 10
Size/Decks: 2/1
Length/Height/Beam: 24.8/4.1/29.6
Complement: 1 pilot + 5 passengers

PROPULSION DATA

Impulse System: FIB-3 (.75c) (BB)
Warp System: LF-9X4 (3/4/5) (BB)

OPERATIONAL DATA

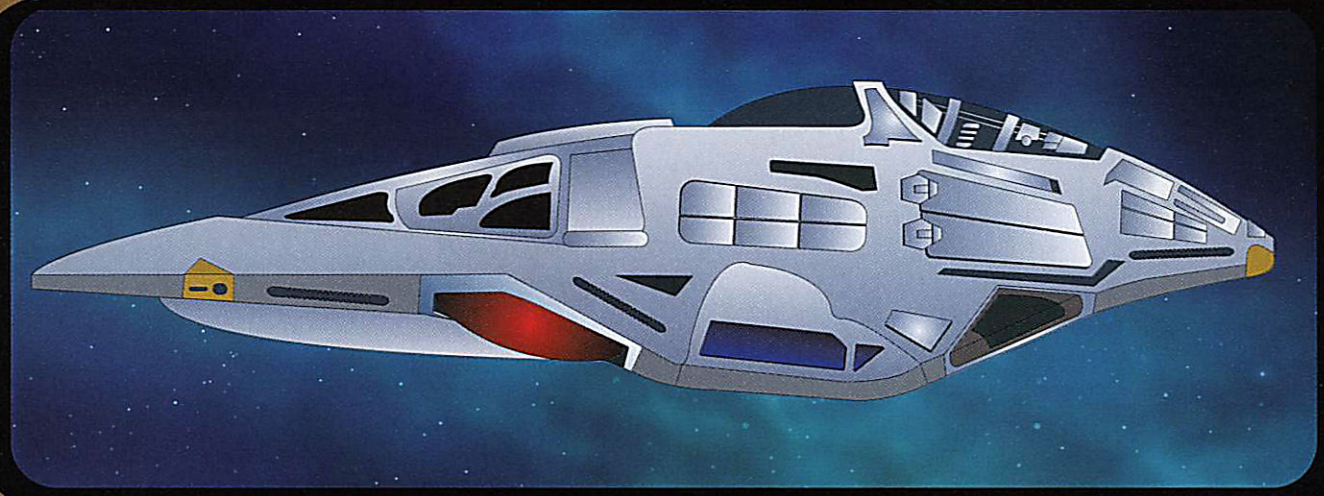
Atmosphere Capable: Yes
Cargo Units: 2
Life Support: Class 3 (D)
Operations System: Class 2 (C)
Sensor System: Class 3 (+3/D)
Tractor Beams: 1 fv, 1 av
Transporters: 1 2-person standard

TACTICAL DATA

Beam Weapons: Type VI (x2/B)
Penetration: 4/3/3/0/0
Torpedo Launchers: Mk 25 DF (x2/B)
Missile Penetration: 2/2/2/2/0 (Photon)
Defensive Systems: FSQ-2 (CC)
Protection/Threshold: 14/1

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +1 H, +1 T
Traits: None



UFP Shuttlecraft

Delta Flyer; Commissioned: 2375

PROPULSION DATA

Impulse System: FIB-3 (.75c) (BB)

HULL DATA

Structure: 15
Size/Decks: 3/1
Length/Height/Beam: 21/5.3/12.2
Complement: 1 pilot + 6 passengers

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 3
Life Support: Class 3 (D)
Operations System: Class 2 (C)
Sensor System: Class 3 (+3/D)
Tractor Beams: 1 av
Warp System: LF-9X4 uprated (3/4/6) (BB)
Transporters: 1 2-person standard

TACTICAL DATA

Beam Weapons: Type V (x3/B)
Penetration: 4/4/4/0/0
Torpedo Launchers: Photonic Missiles (B)
Missile Penetration: 3/3/3/3/3 (Photonic)
Defensive Systems: FSQ-2 uprated (CC)
Protection/Threshold: 14/4

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +2 H, +1 T
Traits: Prototype (+1 Warp, +1 Shield)

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Mission

Shuttlepods and shuttlecraft are used as auxiliary and support vessels, able to free up a starship for other duties. A shuttlecraft is serviceable for diplomatic and envoy missions, as well as short-range patrol and exploration. Their atmospheric landing capability also makes them useful for transferring personnel or cargo that can not normally be moved by transporter

Features

Type I Shuttlepod: The shuttlepod is lightly armed with two fixed, forward-mounted plasma emitters and light polarizing defensive plating. Side access ports and a dorsal airlock provide entrance to the pod's interior. The pod contains emergency water and rations plus enough air to sustain two crewmen for up to ten days. Their impulse speed is limited to several hundred kilometers per hour and in case of emergency the engine assembly can be ejected (leaving the pod without maneuvering capability).

Class F/G Shuttlecraft: The F and G shuttlecraft are equipped with the lightweight SBC impulse drive, providing speeds of up to .5 the speed of light. Although not armed, these shuttlecraft boast defensive capability through a PFF 2 shield grid, providing limited protection. In the event of an emergency the fuel cells of the shuttlecraft can be vented and ignited, acting as something as a signal flare to nearby starships.

Type 6 Shuttlecraft: A short-ranged craft, the Type 6 shuttle is built on a reliable design. Key redundant systems, such as operations and sensors, ensure that the shuttlecraft remains operational even after potentially catastrophic mishaps. The LF-2 warp drive provides a maximum speed of warp 4, making the shuttle useful for transporting small numbers of personnel to and from neighboring facilities without inconveniencing the parent vessel. Armaments include Type IV phasers and a Mk 24 direct-fire microtorpedo launcher. The FSQ shield grid provides limited protection. The Type 6 shuttlecraft can carry four passengers comfortably for up to five days.

Type 10 Shuttlecraft: The Type 10 was designed primarily for combat purposes, providing a small strike craft to rapidly insert or extradite ground troops or perform hostile reconnaissance. with a smaller passenger compartment and enhanced armament. The LF-6 warp engine provides greater speed, allowing the Type 10 to reach warp 5. The recessed and armored engine pods, like those of the *Defiant*-class escort, eliminate support pylons vulnerable to weapons fire. The phasers have been upgraded to the Type V. In addition, the Mk 25 direct-fire torpedo system has been upgraded with a prototype compact quantum torpedo warhead, giving the vessel additional firepower over other designs. The Type 10 can comfortably accommodate its passengers for up to 7 days with standard consumables.

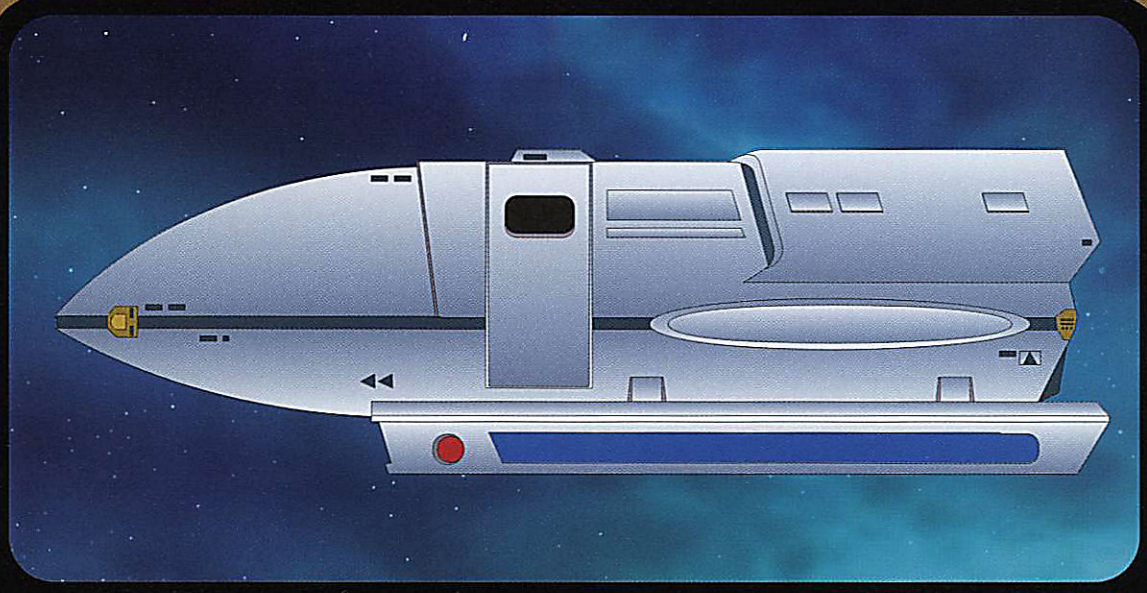
Aeroshuttle: The aeroshuttle is equipped with a number of advanced systems, making it a self-contained vessel almost on par with a runabout. Able to reach a maximum speed of warp 5, the aeroshuttle can operate well beyond the range of its parent vessel. It is armed with several Type VI phaser arrays and Mk 25 direct fire torpedo launchers. An FSQ shield grid provides protection against small hostile craft. In particular, the aeroshuttle is equipped with high-resolution sensors, making it useful for extended away missions and exploration.

Delta Flyer: A unique vessel equipped with a number of enhancements, the *Delta Flyer* is a multi-role craft built to meet the special needs of the starship Voyager while traveling through the Delta Quadrant. The *Delta Flyer* uses may of the core design elements found on the aeroshuttle with several enhancements. The LF-9X4 compact warp drive has been uprated to allow the *Delta Flyer* to achieve a maximum warp speed of warp 6. In addition the *Flyer's* armaments are comprised of Type V phasers and Borg photonic missiles. The FSQ shield grid has also been improved with Borg technology, providing enhanced threshold against incoming attacks. A multi-role hardpoint on the aft of the craft allows mission-specific payloads to be attached when necessary. The Flyer can operate for up to 10 days with its load of consumables and a crew of four.

Background

Type I Shuttlepod: Found on the *NX*-class, the shuttlepod is the primary form of travel to and from the starship and is a multi-role craft. They seat two operators with space for an additional six passengers and small cargo in the rear. Launched from a ventral shuttlebay, the pods are dropped after depressurizing the pod bay. Recovery occurs through the same bay using a docking arm that grabs the shuttlepod. Afterwards the shuttlebay is pressurized to allow the crew to move to and from the pod. An *NX*-class starship typically carries two shuttlepods on standby and two more in reserve storage.

Class F/G Shuttlecraft: Good for short-range diplomatic and research missions, the class F and G shuttlecraft are small and maneuverable. They are launched via hanger bays on most Federation starships and can also be found at



UFP Shuttlecraft

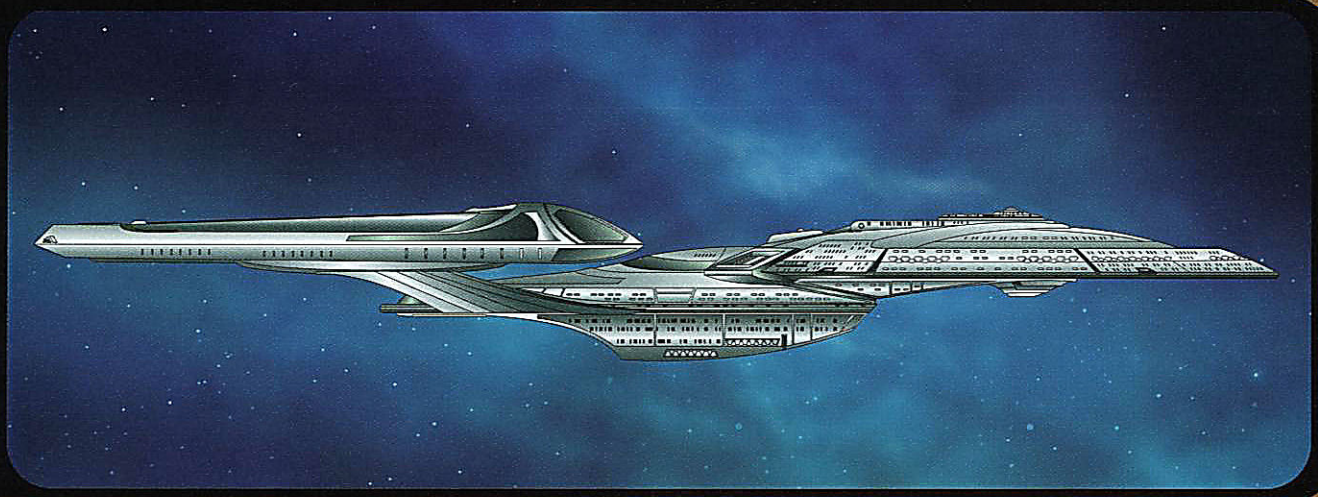
most starbase facilities. The shuttles lack warp drive capability so must operate within close proximity of their parent vessel. The differences between the type F and G shuttlecraft are merely cosmetic—functionally they are the same.

Type 6 Shuttlecraft: A dependable short-ranged shuttle, the Type 6 is commonly found on older *Nebula*- and *Galaxy*-class starships. These shuttles are slowly being phased out in favor of the slightly larger and faster Type 10 shuttlecraft.

Type 10 Shuttlecraft: Classified as a medium-ranged shuttlecraft, the range of the Type 10 extends its usefulness as a support craft. The upgraded armaments help ensure that the Type 10 gets to its intended destination, as earlier shuttlecraft designs were vulnerable to hostile fire. Although intended for the *Defiant*-class, Starfleet considers deploying the Type 10 shuttlecraft for a wider range of applications throughout the fleet in 2375.

Aeroshuttle: Deployed on Intrepid-class explorers, the aeroshuttle fills a similar role to that of a captain's yacht. Because of its size, the craft docks on the ventral side of the primary hull as opposed to being deployed from a shuttlebay. This keeps the aeroshuttle out of the way without impacting shuttlecraft operations. The aeroshuttle is the precursor to the Waverider shuttlecraft found on Nova-class starships.

Delta Flyer: Marooned across the galaxy in the Delta Quadrant, the starship *Voyager* faced a number of unique threats that sometimes strained its resources. On more than one occasion the necessity arose for a high-performance shuttlecraft that could fulfill a number of important tactical and strategic roles without placing Voyager in harm's way. The resulting vessel, the *Delta Flyer*, was the collaborative work of several of *Voyager*'s officers, headed by Lieutenant Tom Paris. By intergrating Borg technology provided by *Voyager*'s crewmember, Seven of Nine, the *Delta Flyer* gained a significant tactical edge. The original *Delta Flyer* was destroyed in 2376 but the usefulness of the craft had already been proven and was rebuilt in short order.



Starfleet Sovereign-class

Heavy Explorer; Commissioned: 2371

PROPULSION DATA

Impulse System: FIG-5 (.92c) (D)
Warp System: LF-44e (6/9.5/9.7) (D)

HULL DATA

Structure: 45 (5 ablative)
Size/Decks: 8/24
Length/Height/Beam: 685/88/250
Complement: 855

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 80
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 5 (+5/F)
Separation System: No
Shuttlebay: 2 a
Shuttlecraft: 16 Size worth
Tractor Beams: 1 av, 1 fv
Transporters: 6 standard, 6 emergency

TACTICAL DATA

Phasers: Type XII (x6/E)
Penetration: 7/7/6/0/0
Torpedo Launchers: Mk 95 DF (x3/E)
Quantum Penetration: 7/7/7/7/7
Deflector Shield: FSS-3 (F)
Protection/Threshold: 18/6

MISCELLANEOUS DATA

Maneuver Modifiers: +4 C, –2 H, +3 T
Traits: Ablative Armor, Prototype (+1 warp reliability)

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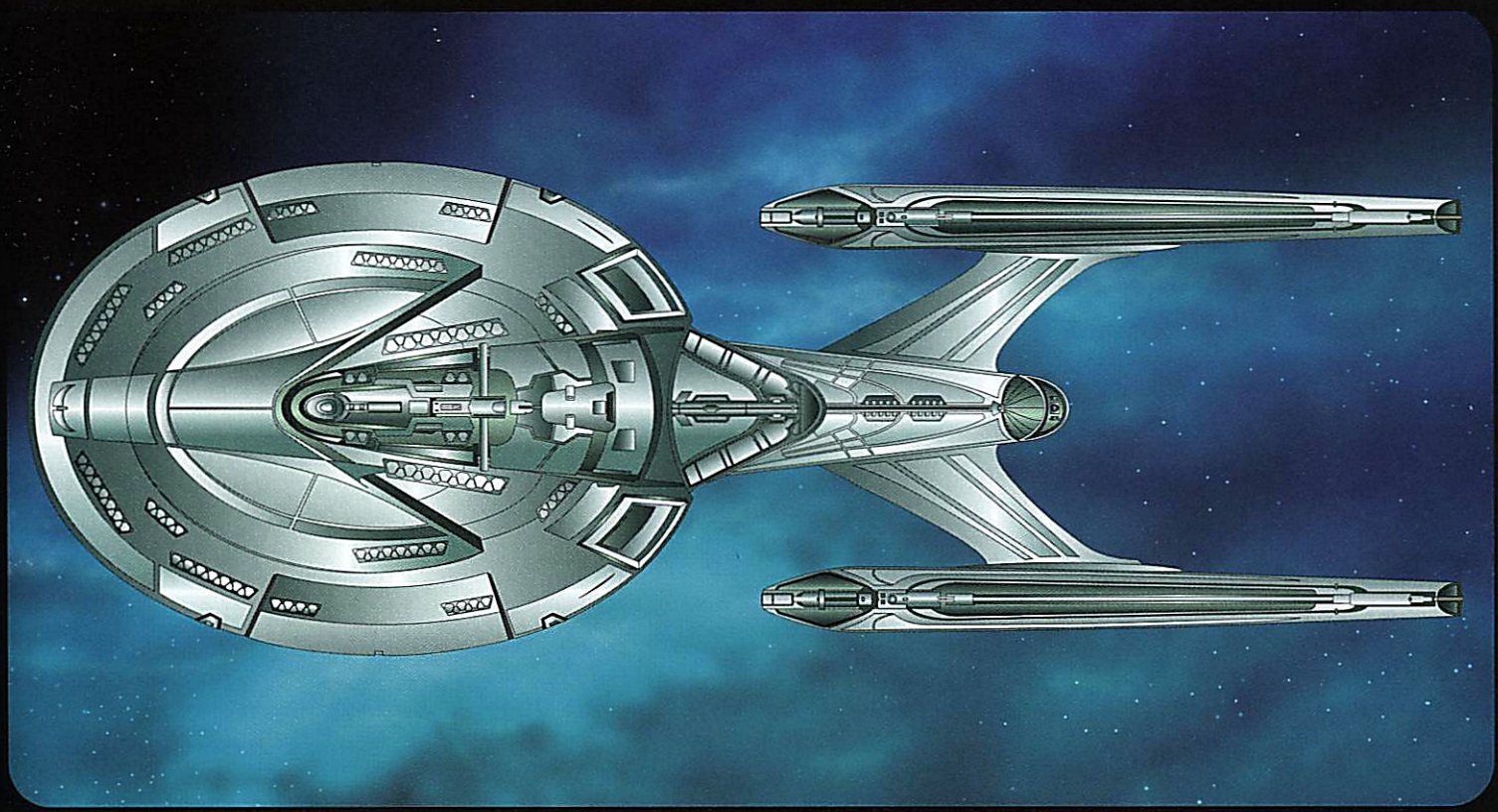

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Mission

With a historic lineage stretching back to the first *NX*-class starship, the *Sovereign*-class serves a variety of capacities, from long-range exploration to diplomacy, from combat to research. Able to project Federation policy into neighboring star systems, the class is well-suited to extended deep space missions without Starbase support. Although its primary mission remains one of exploration and peace, many of the advances incorporated into the ship's design result from Starfleet's experiences with the Borg. The ship integrates many features—ablative armor, powerful phaser arrays, and a durable construction—intended to make the class the leading instrument in Starfleet's plans well into the 25th century.

Features

Designed to combat increasing threats to Federation security, the Sovereign-class boasts a tough, no-nonsense approach geared towards survivability and longevity. Perhaps the most technologically advanced starship ever built by Starfleet, the *Sovereign* is a throwback to the days of the *Constitution*-class and their ability to "do it all."

The focus of the *Sovereign*-class' design begins with the spaceframe. By eliminating the dorsal connection between the primary saucer section and the secondary engineering section, common to starship designs since the early *Ranger*-class, the ship's profile augments structural integrity. The segment linking these two major starship sections is no longer vulnerable to enemy fire, preventing the possible severing of them through the application of massive force.

Another advance included in the ship's construction involves the propulsion systems. The LF-44 advanced linear warp drive can propel the *Sovereign* to its intended destination in a short period of time, with a cruising speed of warp 6 and a maximum speed of warp 9.7. Although other starship designs of the late 24th century pulled the warp nacelles closer into the body of the ship to counter their vulnerability, the designers working on the *Sovereign*-class decided to employ the more traditional configuration. The FIG-5 impulse drive provides maximum propulsion during sublight travel through the use of linked fusion reactors and modified vectored thrust exhausts.

Tactical Systems on board are similarly advanced. Designed to respond to Borg attacks, the *Sovereign*-class mounts the Type XII collimated phaser array and the latest Mk 95 direct-fire torpedo launchers. Like the experimental *Prometheus*-class, the *Sovereign* is equipped with ablative armor and the FSS regenerative shield system. This provides near invulnerability to almost every weapon system fielded by those societies who pose a threat to Federation security. The *Sovereign* is tactically the most advanced starship of its day.

The operations systems on board are the latest and most advanced components found in Starfleet. The computer and control systems are state-of-the-art, and include the bio-neural gelpack infrastructure used on *Intrepid*-class vessels. Its sensors are unparalleled, boasting enhanced signal gain, improved doppler-shift subroutines, and an increase in the variety of sensors available. Two aft shuttlebays house several support and auxiliary craft, and the *Sovereign* is equipped with a number of standard, emergency, and cargo transporters.

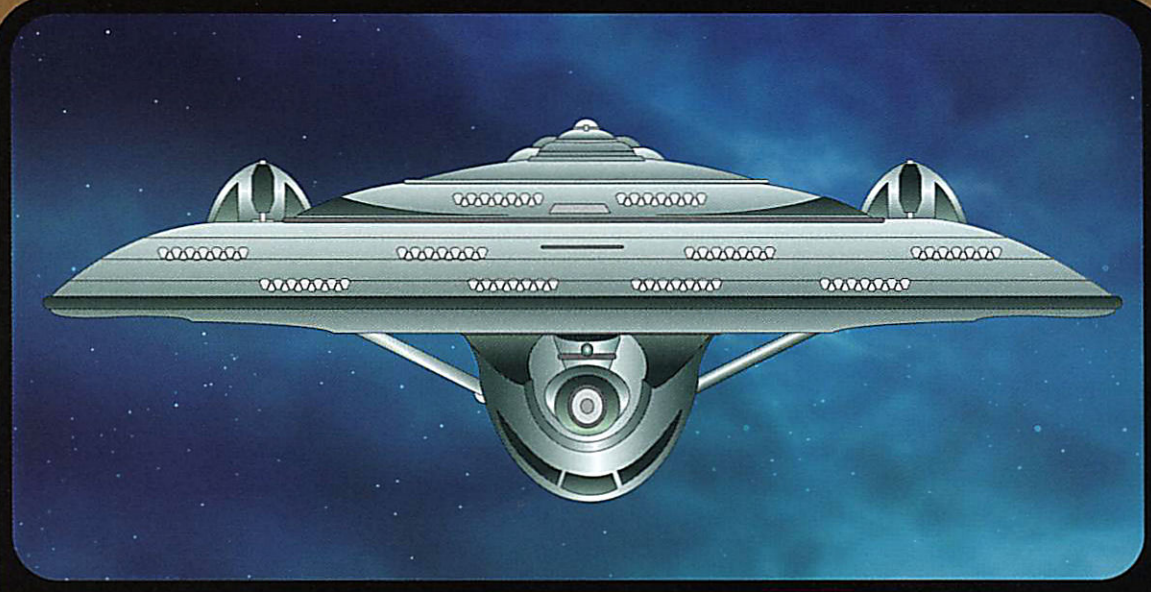
The standard mission duration for a *Sovereign*-class is rated at 7 years, with an estimated 18-year time between system overhauls. Starfleet expects, with progressive upgrades over the lifespan of the spaceframe, the *Sovereign*-class to be a viable design well into the 25th century.

Background

The *Sovereign*-class is the result of a combination of key strategic and defensive elements of the Perimeter Defense Directive and the most advanced projections of Starfleet's Advanced Starship Design Bureau. The Borg threat required more innovative technologies, a tougher testing regime, and a commitment to starship survivability that hearkened back to the original "single-ship task force" model of the *Constitution*-class.

Work on the *Sovereign*-class began in 2365. But as the Borg threat became more apparent over the next several years, the Starfleet Corps of Engineers began to augment and modify the design to counter Borg assaults, and construction of the class was put on hold. With the catastrophic defeat of the fleet at the Battle of Wolf 359, the Advanced Starship Design Bureau launched a number of initiatives to upgrade the tactical capabilities of future starships. Many of these advances, designed for the *Intrepid*- and *Defiant*-classes, were applied to the *Sovereign*-class. Construction of the *U.S.S. Sovereign* commenced four years after it had been suspended, and additional modifications were made as a result of its shakedown cruiser.

The *U.S.S. Enterprise*-E was launched in 2371, several months prior to a Borg incursion of Sol Sector. The ship performed according to expectations, successfully destroying an invading Borg cube and traveling through time to chase down a Borg Time Sphere. Later, the *Enterprise* single-handedly



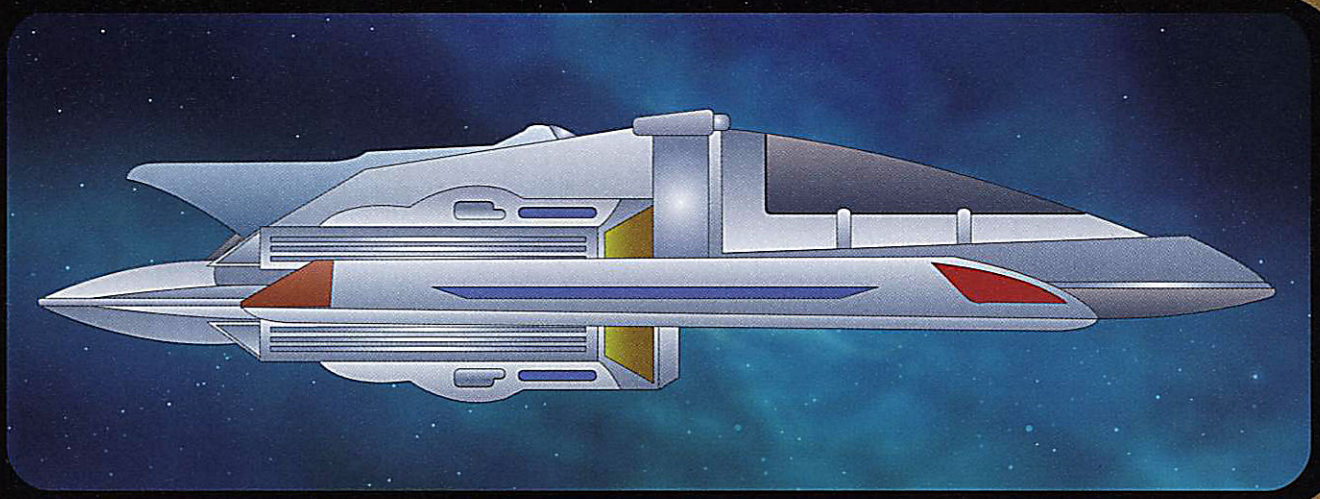
Starfleet Sovereign-class

Heavy Explorer; Commissioned: 2371

defeated a Son'a battle group and successfully weathered the rigors of the Briar Patch, an unstable region of space characterized by supernova remnants, false vacuum fluctuations, and interstellar dust. Based on the performance of the *Sovereign* and *Enterprise*, Starfleet Command ordered the construction of additional ships of this class.

Ships in Service

Name	Registry	Notes
U.S.S. Enterprise	NCC-1701-E	Seventh starship to bear the name; commanded by Captain Jean-Luc Picard; defeated Borg assault on Earth (2372) and Son'a plot against the Ba'ku people (2374) (R23, Famous, Flagship (+5 C))
U.S.S. Independence	NCC-90346	Finishing initial trials; soon to be commissioned under the command of Captain Xian Moor
U.S.S. Sovereign	NX-90201	Lead ship of the line
U.S.S. Yorktown	NCC-90276	Currently under construction; scheduled for commissioning in 2377



Starfleet Talon-class

Scout; Commissioned: 2373

PROPULSION DATA

Impulse System: FIE (.8c) (BB)
Warp System: LF-9X4 compact (3/4/5) (BB)

HULL DATA

Structure: 10
Size/Decks: 2/1
Length/Height/Beam: 24.36/6.31/16.26
Complement: Pilot + 4 passengers

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 2
Life Support: Class 2 (C)
Operations System: Class 3 (D)
Sensor System: Class 5 (+5/F)
Separation System: No
Shuttlebay: No
Shuttlecraft: No
Tractor Beams: 1 fv, 1 ad
Transporters: 1 2-person standard

TACTICAL DATA

Phasers: Type VI (x1/A)
Penetration: 3/3/2/0/0
Torpedo Launcher: Mk 25 DF (A)
Penetration: 2/2/2/2/0
Deflector Shield: FSQ-2 (CC)
Protection/Threshold: 14/1

MISCELLANEOUS DATA

Maneuver Modifiers: –1 C, +2 H, –1 T
Traits: None

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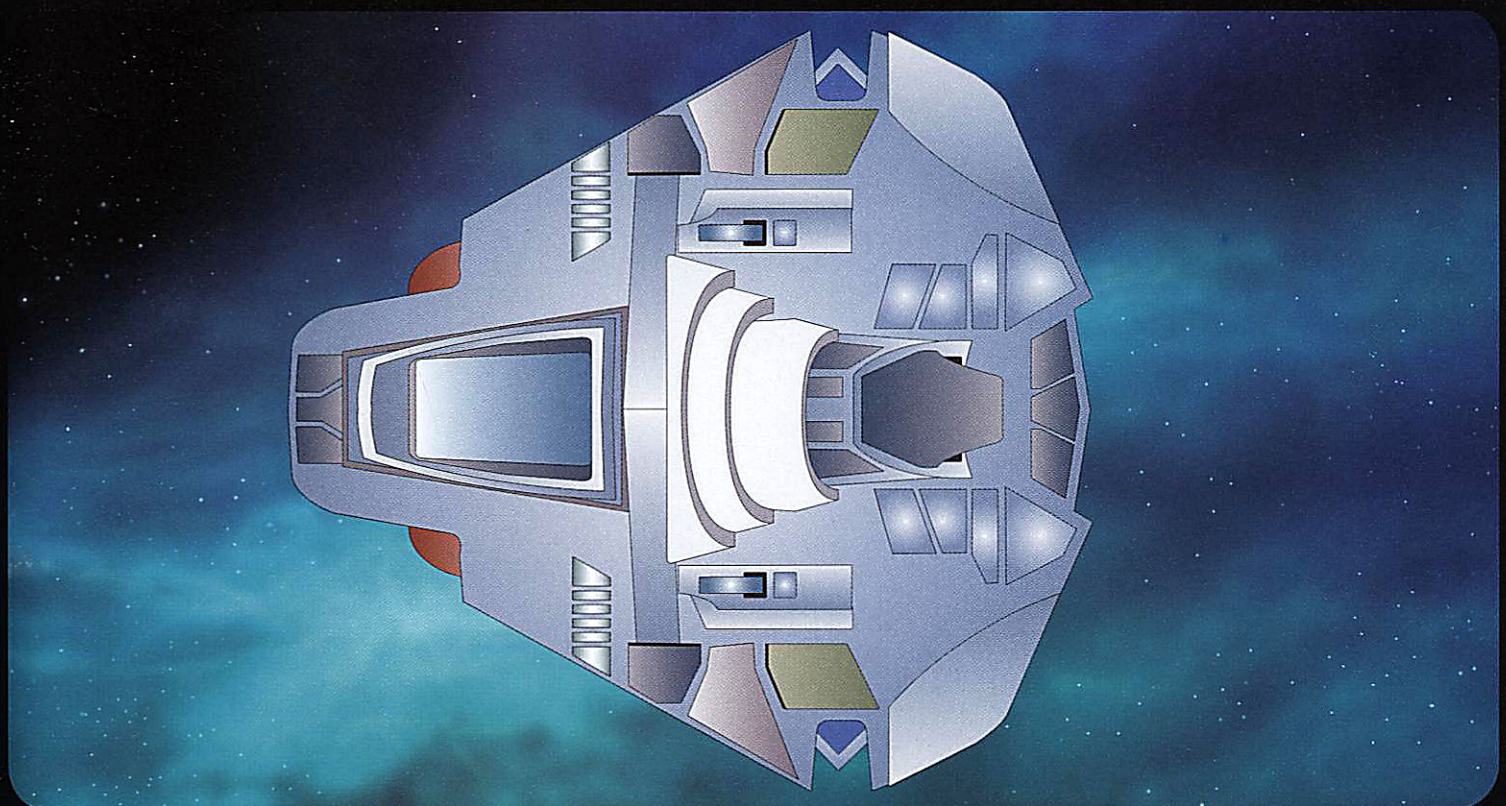

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Mission

Intended to support exploration and survey initiatives, the *Talon*-class scout is a small, independently operating starship typically made available to long-term research missions. Similar to the *Danube*-class runabout, these ships are assigned to exploration and science teams engaged in in-depth or long-term studies, where the use of an *Oberth*-class or *Nova*-class ship would be either inappropriate or imprudent. The *Talon*-class is able to move in and perform reconnaissance with its sensor arrays with minimal time on station. The size of the vessel makes it useful for planetary survey missions, first contact programs, and cultural survey duties, which comprise the primary mission profile for the class.

Features

A swift and state-of-the-art support vessel, the design of the *Talon*-class was intended to provide a fast, maneuverable, sensor platform capable of tackling a range of scientific endeavors. Unlike shuttlecraft and runabouts, vessels of this class sport a dedicated sensor package and expanded crew accommodations, making it ideal for scientific space stations, planetary research stations, and the like.

The most noteworthy feature of the *Talon*-class lies in its sensor systems. It is, in essence, a flying sensor array. The spaceframe is constructed around the primary sensor system, affording the vessel excellent scanning capabilities. The precise, integrated Class 5 sensor array allows crews on board to conduct research and analysis at a level reserved typically for much larger vessels.

Augmenting its scanning capabilities are the *Talon*-class' propulsion systems. The FIE impulse drive is slightly more reliable than those found on *Danube*-class runabouts, and can achieve a maximum speed of .8*c*. The LF-9X4 compact warp drive is similarly more durable than then engines found on the runabout, but can only propel the *Talon* to a maximum of warp factor 5. Most of all, the *Talon*'s streamlined hull gives it superior flight characteristics both in and beyond the atmosphere.

Starfleet's Corps of Engineers didn't intend the *Talon*-class for protracted combat, though ships of the line boast limited defensive capabilities. Light armaments, such as the Type V phaser and Mk 25 direct-fire torpedo launcher allow the *Talon* to defend herself if necessary.

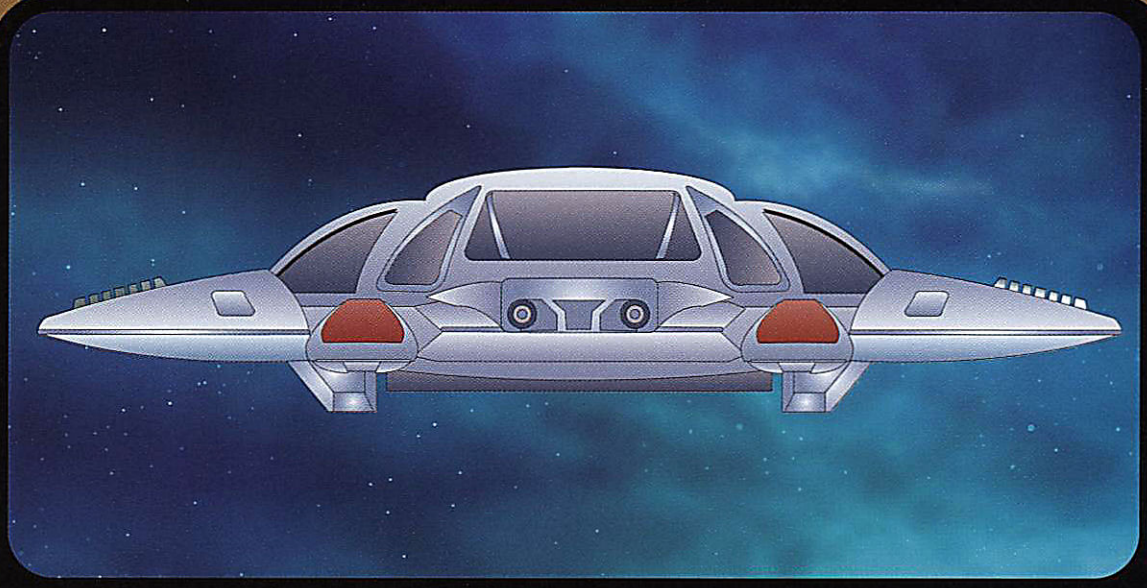
Finally, the *Talon*-class can accommodate one pilot and up to four passengers in her cramped quarters for up to ten days. Unlike the *Danube*-class runabout, ships of this class are not mission-configurable, denying the capability for additional consumable storage or more comfortable arrangements. A small 2-person transporter pad, replicator, and dorsal universal docking interface round out the remaining features of the vessel.

Background

Although Starfleet fields a number of vessels that already effectively fill the long-range reconnaissance role, there was a need for a short-range starship capable of performing scouting missions. Building on the experiences of the Runabout Design Program, Starfleet's Corps of Engineers designed the *Talon*-class to provide significant sensor capabilities in a small, highly maneuverable spaceframe. The hull had been originally modeled for the aeroshuttle, but aerodynamic tests yielded the design eventually used for that craft. With a proven spaceframe on the drawing boards, engineers selected this design when Starfleet Command requested a dedicated sensor platform.

The *Talon*-class prototype underwent several revisions, notably the final inclusion of the Class 5 long-range sensor cluster. The *Talon*'s small size makes it easy to construct and maintain, plus it can be carried on any standard Starfleet starship's shuttlebay, making it easy to transport. *Talon*s can be transported en masse by *Nebula*- or *Akira*-class starships to station and then deployed from there.

Many cultural and scientific survey teams intended to remain on station for significant periods of time are typically assigned one or two *Talon*-class scouts to provide aerial and orbital support. These ships can participated in diverse missions such as the cultural surveillance of the Ba'ku, the archeological digs on Barradas III, and a survey of the Sigma Draconis System. During the Dominion War, *Talon*-class ships were employed to locate Jem'Hadar activity and reconnoiter star systems in advance of Starfleet attack. They provided critical intelligence that aided Starfleet's strategic planners in drawing up battle plans.

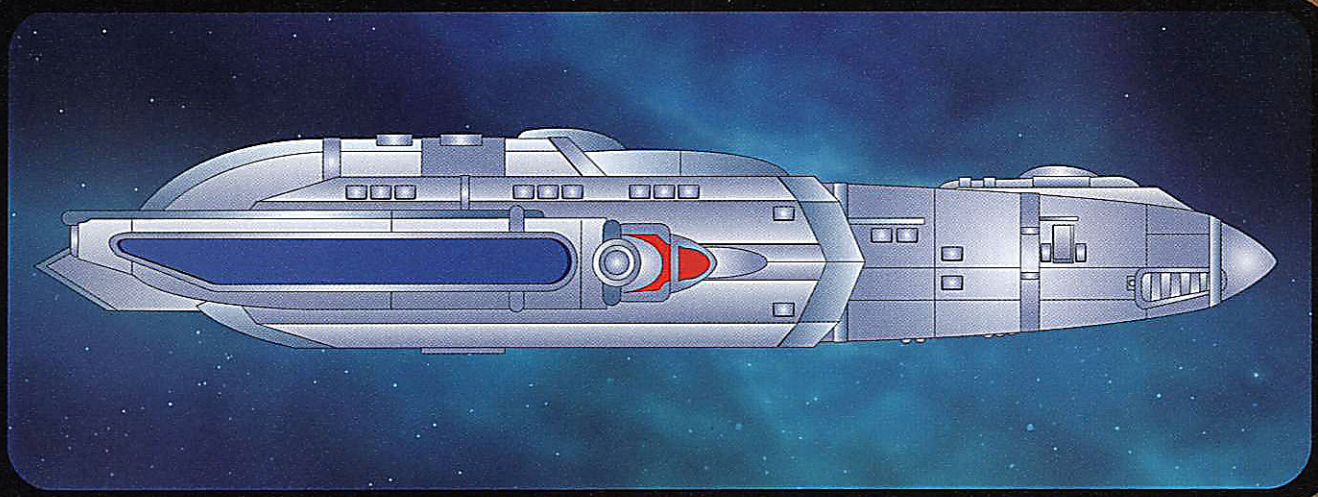


Starfleet Talon-class

Scout; Commissioned: 2373

Ships in Service

Name	Registry	Notes
Flamsteed	Not applicable	Currently assigned to Starfleet Intelligence; mission classified
Hale	Not applicable	Discovered protomatter universe in Sector 347
Hubble	Not applicable	Assigned to gather data on brown dwarfs in Sector 19658
Lick	Not applicable	Assigned to survey Badlands region; located several Maquis installations
Palomar	Not applicable	Assigned reconnaissance of Omekla III; lost and considered destroyed
Siding	Not applicable	Assigned to Suvin IV archeological expedition
Talon	Not applicable	Prototype; assigned to cultural survey mission on Ba'ku planet
Wilson	Not applicable	Currently stationed at Deep Space 5
Yerkes	Not applicable	Surveyed Valo System along Cardassian-Federation border, and Lazon II in Cardassian space



UFP Aerie-class Surveyor

Surveyor; Commissioned: 2347

PROPULSION DATA

Impulse System: FIG (.9c) (C)
Warp System: LF-10 (5/6/8) (C)

HULL DATA

Structure: 15
Size/Decks: 3/4
Length/Height/Beam: 90/20/38
Complement: 2 to 10

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 45
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 4 (+4/E)
Separation System: No
Shuttlebay: No
Shuttlecraft: None
Tractor Beams: 1 fv, 1 ad
Transporters: 2 4-person standard

TACTICAL DATA

Phasers: Type II (x2/A)
Penetration: 2/2/2/0/0
Torpedo Launchers: Mk 22 (A)
Photon Penetration: 2/2/2/2/0
Deflector Shield: CIDSS-3 (C)
Protection/Threshold: 15/3

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +1 H, –1 T
Traits: None

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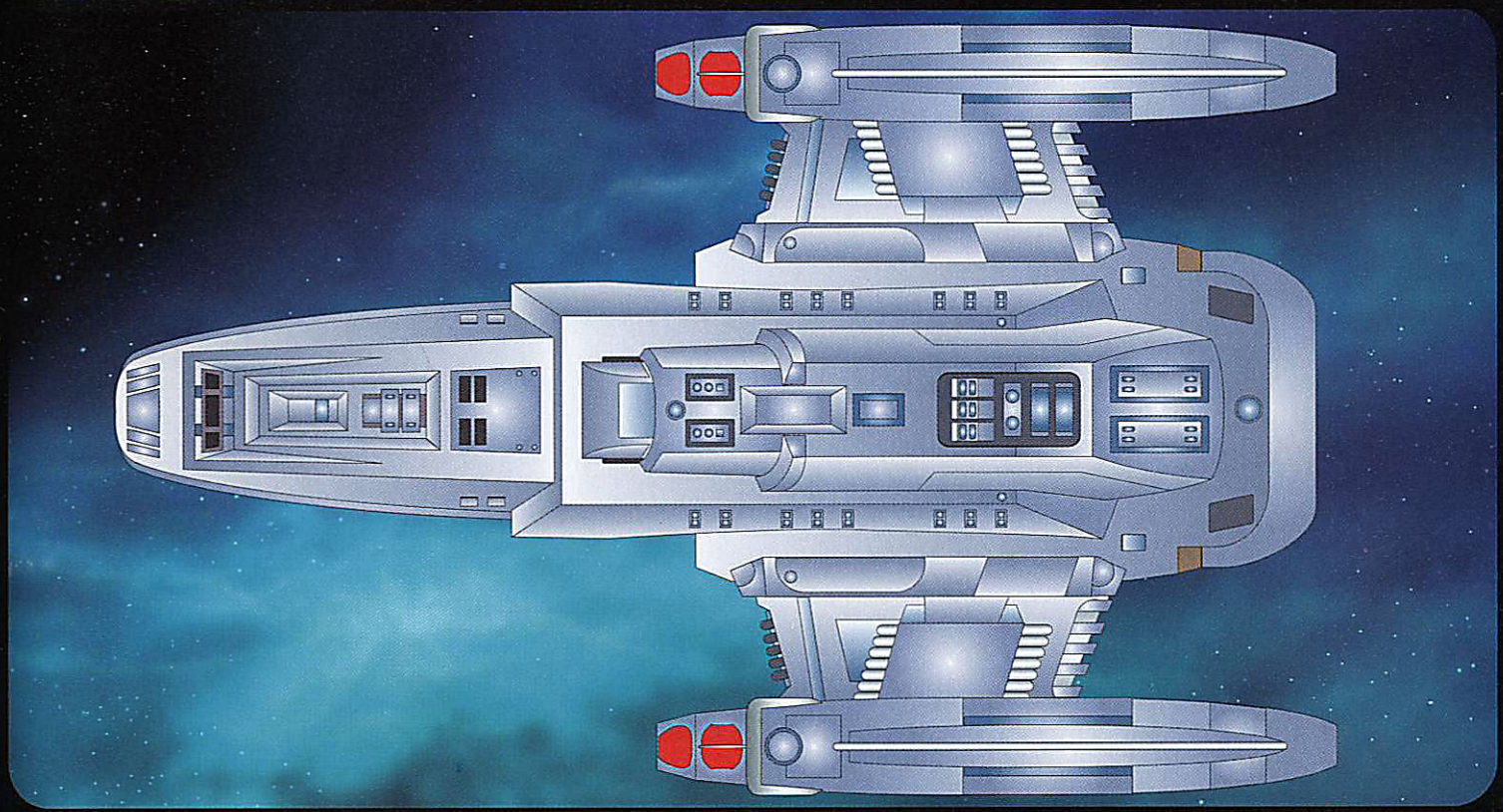

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Mission

Most *Aerie*-class vessels are made available to civilian scientists through the Federation Science Council. A long-range deep-space scientific explorer, the *Aerie*-class is designed to operate independently for extended periods of time with a small crew comprised of scientific experts. A number of laboratories and an enhanced sensor system allow the *Aerie* to retrieve valuable sensor data from a number of sources.

Features

A compact and workman-like design, the *Aerie*-class is a deep-space explorer designed primarily as a mobile sensor and laboratory platform. Four decks in height, the *Aerie*-class can be modified to fulfill a number of mission profiles. For example, berthing and storage facilities can be removed in favor of additional laboratories but at the cost to mission duration. Inversely, unnecessary laboratory space can be swapped out with cargo modules, extending the *Aerie*'s mission endurance. For most mission profiles the vessel can sustain a crew of up to ten, but its sophisticated operations systems allow it to be run by as few as two people.

The overall design of the craft has a rectangular primary hull, a forward cockpit module that serves as the vessels central control, and two aft-mounted warp nacelles that split off from the primary hull to the port and starboard. Underneath the vessel are eight cargo bay doors, allowing for the easy loading and unloading of cargo while landed.

The *Aerie*-class incorporates several distinguishing features. The Class 4 sensor system, located immediately forward of the primary hull on the tip of the nose cowling, is the main feature of the vessel. Secondary sensor pallets are located along the hull, including the aft section. These systems boast a respectable range and reliability, and would normally require access to a *Nova*- or *Nebula*-class starship. Scientists provided with an *Aerie*-class ship appreciate having this powerful scanning capability at their disposal. In addition, the class is atmosphere-capable, extending its functionality as a research platform. Due to its limited size, the *Aerie* does not possess any shuttlecraft capacity, but it includes two 4-person transporters.

The class' propulsion and tactical systems augment its capacity as a mobile laboratory. The vessel is powered by a FIG impulse reactor with a sustainable flight duration of several weeks and a top sublight speed of .9*c*. The LF-10 linear warp drive is fast and reliable, allowing the *Aerie* to cruise at warp 5 and achieve speeds up to warp 8 for limited periods of time. *Aerie*-class surveyors are lightly armed with Type II phasers and a single Mk 22 direct-fire torpedo tube. The latter is used primarily to launch long-range sensor probes to extend the *Aerie*'s range, but a small number of photon torpedoes are also stocked for emergency purposes. The *Aerie* is outfitted with a CIDSS-3 shield grid for protection.

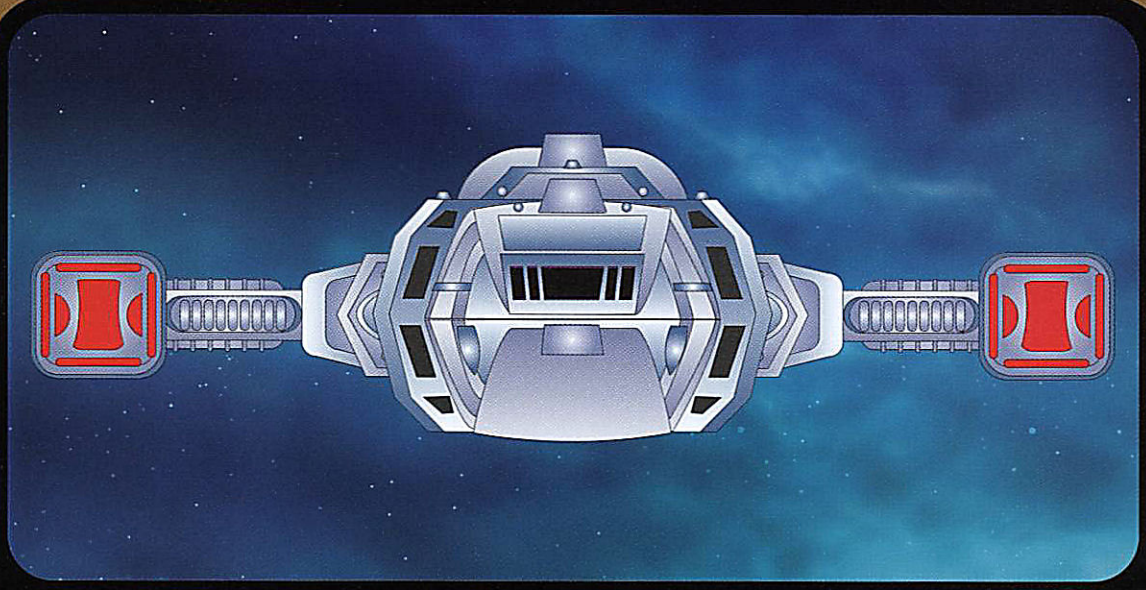
With judicious use of resources and the monitoring of consumables, the *Aerie*-class can undertake missions ranging from 5 to 20 years without significant re-supply or overhaul, based on projected simulations.

Background

In addition to the extensive scientific initiatives undertaken by Starfleet, many more scientists engage in private research under grants provided by the Federation. In order to gather data, conduct experiments, and test their theories, civilian scientists usually have a starship placed at their disposal, and the demand for access typically exceeds supply. Even when available, Starfleet could only spare vessels for short-periods of time. To address this shortfall, in the mid 24th century the Federation Science Council requested Starfleet explore a program whereby dedicated science starships could be made available to qualified candidates for long-term loan.

The result was the Starfleet Joint Research Project. The Corps of Engineers would design and build starships compact in design, capable of extended missions, and equipped with enhanced sensor grids and interchangeable laboratory facilities. Starfleet would administrate the deployment of this fleet for extended, detached missions based on recommendations from the Science Council. And individual scientists and research groups would submit research applications to the Federation for the loan of these *Aerie*-class ships.

Among the many early entries was a request from Doctors Magnus and Erin Hansen, both noted exobiologists, to "observe and track a number of spacefaring species beyond explored space in the Delta Quadrant." Starfleet's interest had always been piqued by what lie beyond Romulan space and the Hansen's petition was accepted. They eventually stumbled across the derelict remains of a Borg vessel, and by studying the amalgam of technologies there they devised a tracking methodology and the use of multi-adaptive shielding that would render them invisible. Shortly thereafter, the Hansens and the *U.S.S. Raven* encountered a Borg cube and an alien culture unlike any previously seen by the Federation. (This was prior to the discovery of the Borg by the *U.S.S. Enterprise*-D on stardate 42761.3.) The Hansens and their daughter, Annika, would ultimately pay the price when the *Raven*'s multi-adaptive shielding failed after encountering an ion storm, allowing the Borg to assimilate the family.



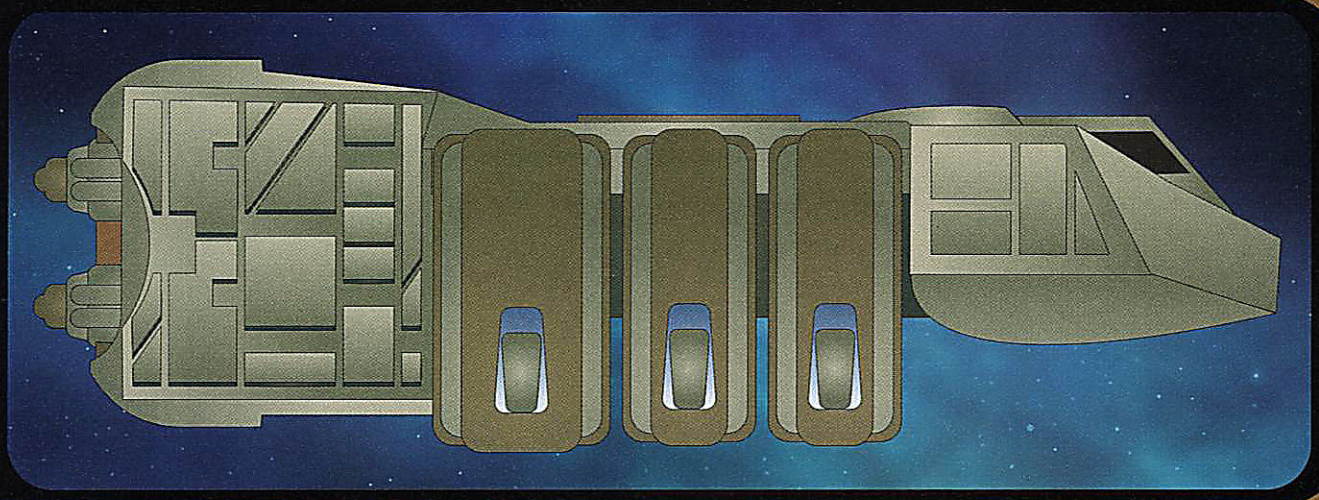
UFP Aerie-class Surveyor

Surveyor; Commissioned: 2347

Even with the mysterious disappearance of vessels like the *Raven*, many in the scientific community considered the Starfleet Joint Exploration Project a success. The research performed by *Aerie*-class ships has benefited both sides, Starfleet has plans to expand the project further after recovery from the aftermath of the Dominion War.

Ships in Service

Name	Registry	Notes
U.S.S. Aerie	NAR-32002	Lead vessel of the line; assigned to Doctor Carol Stevenson on cultural survey mission to the Ba'ku planet
U.S.S. Dunnock	NAR-32007	On extended exploratory mission to Epsilon Canaris III, headed by Doctor Douglas Brady
U.S.S. Greenfinch	NAR-32335	Studying the unusual tidal effects on Argelius II and the impact of erosion on the ecosystem
U.S.S. Gull	NAR-32210	Reported missing in route to the Herit pulsar (2371)
U.S.S. Linnet	NAR-32552	Currently between missions; awaiting assignment
U.S.S. Raven	NAR-32450	Operated by Doctors Magnus and Erin Hansen for extended exobiology observation into the Delta Quadrant; missing since 2356; later discovered by U.S.S. Voyager (2375)
U.S.S. Robin	NAR-32048	Damaged in skirmish near Kalindra Sector; currently undergoing overhaul
U.S.S. Rook	NAR-32382	Participating in an extended sociological re-education program on Beta III under Doctor Timothy Wess
U.S.S. Skylark	NAR-32708	Tracking the migration patterns of spaceborne life-forms in the Alpha Omicron System
U.S.S. Starling	NAR-32877	On assignment under Doctor T'Venik for stellar cartography research in the Gamma Quadrant
U.S.S. Swift	NAR-32410	Studying subspace ruptures in Sector 15120
U.S.S. Tern	NAR-33199	Currently in trials prior to commissioning and assignment
U.S.S. Warbler	NAR-32191	Assigned to Professor Lawrence Mitchell; field testing of new Class XI tetryon probe
U.S.S. Wren	NAR-32624	Performing classified research under Starfleet Directive 715; location unknown



UFP Altair-class Freighter

Freighter; Commissioned: 2240

HULL DATA

Structure: 15
Size/Decks: 3/2
Length/Height/Beam: 62/11/25
Complement: 4+6 passengers

PROPULSION DATA

Impulse System: SBE (.5c) (B)
Warp System: PB-1 Mod 1 (2/4/5) (B)

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 250
Life Support: Class 1 (B)
Operations System: Class 1 (B)
Sensor System: Class 1 (+1/B)
Separation System: No
Shuttlebay: No
Tractor Beams: 1a
Transporters: 1 standard, 2 cargo

TACTICAL DATA

Deflector Shield: PFF 1 (A)
Protection/Threshold: 12/1

MISCELLANEOUS DATA

Maneuver Modifiers: –1 C, –1 H, –2 T
Traits: None

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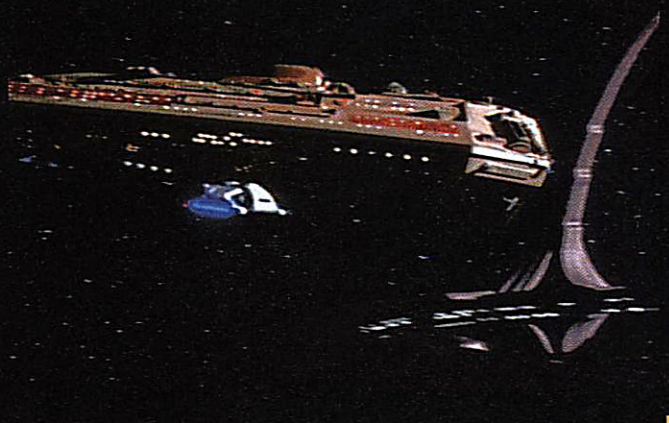

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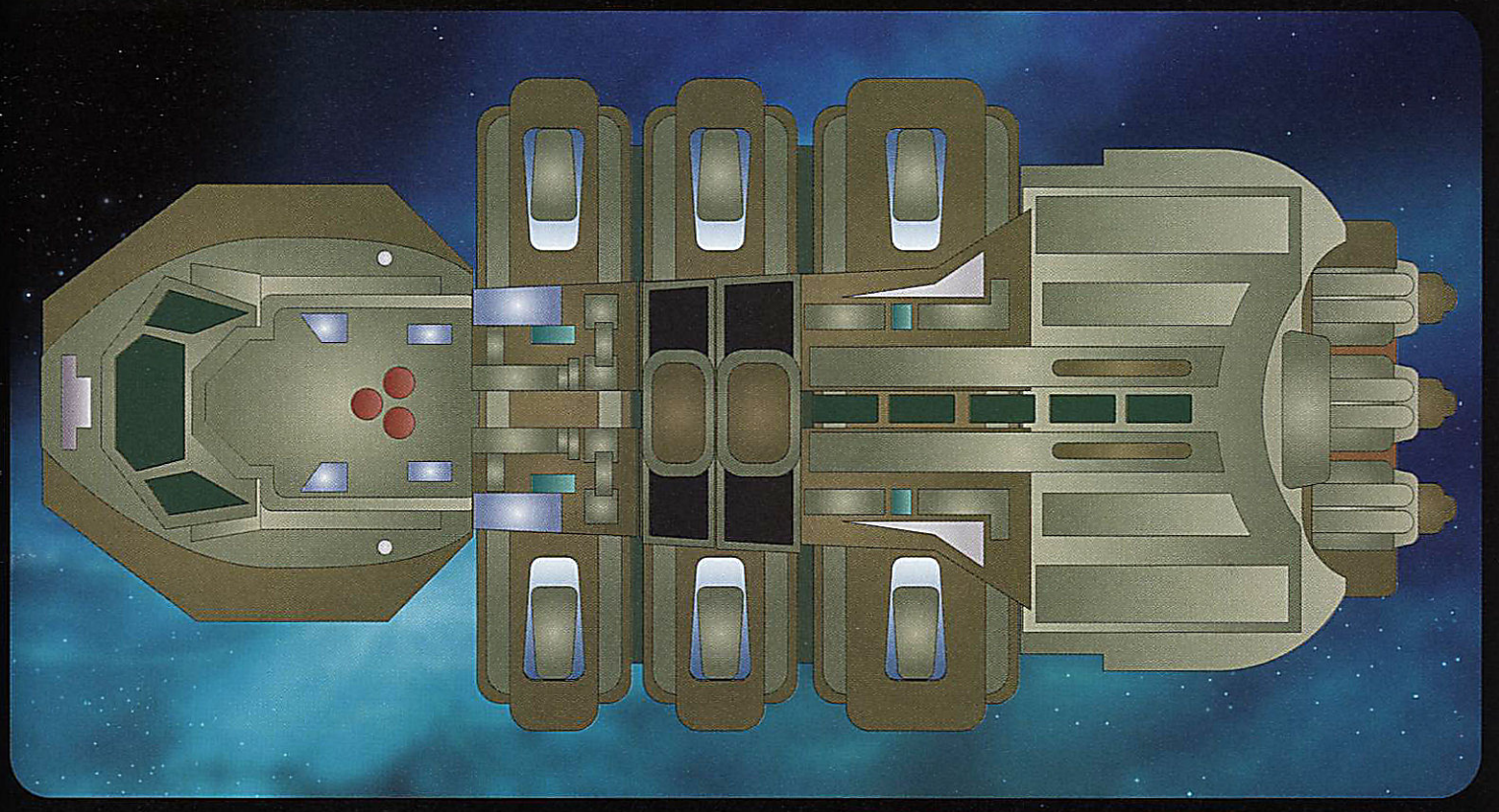

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Mission

Inexpensive to produce and reliable, the *Altair*-class is a medium-ranged transport vessel capable of moving small- to mid-sized cargoes and passengers to distant star systems. It is most often found in the possession of independent traders and merchants operating along the Federation frontier. It is a common sight along the spacelanes of the late 23rd century.

Features

Constructed by the Gavor Shipyards on Tellar, this stocky cargo freighter is well-suited to delivering its cargo in a timely manner thanks to the PB-1 Mod 1 linear warp drive used in its design. The *Altair* can transport its cargo at a sustainable speed of up to warp 4, occasionally eclipsing to warp 5 for short durations when necessary. The PF-1 design, a proven engine in the field, is easy to maintain and repair for freighter crews. The SBE impulse drive is standard in a vessel of this size; it has a proven design, reliable construction, and uses easily replicated parts. The impulse thrusters are located directly aft while the two warp nacelles flank the sides of the vessel, recessed into cowlings off the main hull.

The *Altair* comes without armament, but integrates a minimal shield grid for protection against meteor showers, ion storms, and stellar anomalies. While the PFF design is older than the shield systems found of Starfleet starships, it does its job effectively.

Foremost a cargo carrier, the *Altair* provides minimal accommodations for her crew of 4 and berthing for up to an additional 6 passengers. The cargo containers are not rated for humanoid transport. The two cargo storage bays run underneath the dorsal spine down the centerline, off of the primary hull. The *Altair*'s bulky size makes it unsuitable for entering a planetary atmosphere, so two industrial cargo transporters allow the moving of cargo to and from the ship. At a drydock or bulk storage facility, the cargo bays are detachable, allowing the *Altair* to easily pickup pre-configured containers and quickly be on its way.

With enough consumables, the *Altair* can travel up to six months before servicing is required. The recommended overhaul schedule is 15 years.

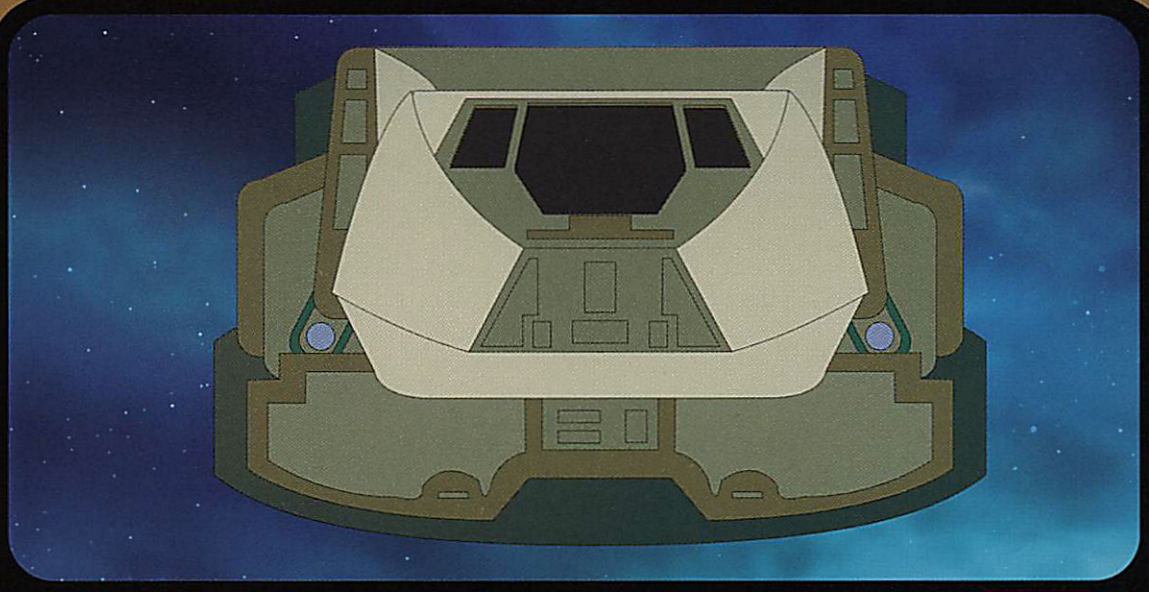
Background

In the mid-23rd century the *Altair* became the backbone of independent merchant fleets throughout the Federation. Originally commissioned as a Starfleet transport, the *Altair* had a brief career in Starfleet before the contract was unceremoniously dropped in favor of an alternate—the *Antares*. The *Altair* proved to be reliable but easy prey for raiders and was underpowered for Starfleet's needs. In the commercial sector, however, the *Altair* was affordable, common, and easily repaired, which quickly made it the freighter of choice for merchant captains seeking their own fortunes.

More than a few captains have made adjustments to their *Altairs*, a few even adding a pulse phaser or disruptor bank, although the power grid of the *Altair* would be woefully overtaxed to power anything else. The cargo bays were never certified for humanoid use, although this does not deter many Orion slavers from transporting their wares in the cargo hulls of *Altair*-class freighters.

Many *Altairs* continue to see service into the 24th century, although by this time they are notoriously slow and unreliable (lower all reliability ratings to "A" after 2320). Only the most desperate or unfortunate merchant captains continue to risk their careers on these vessels after decades of questionable maintenance schedules.

As with most vessels in the private or commercial sectors, *Altair*-class ships are typically named in honor of lost flames or longing loves.

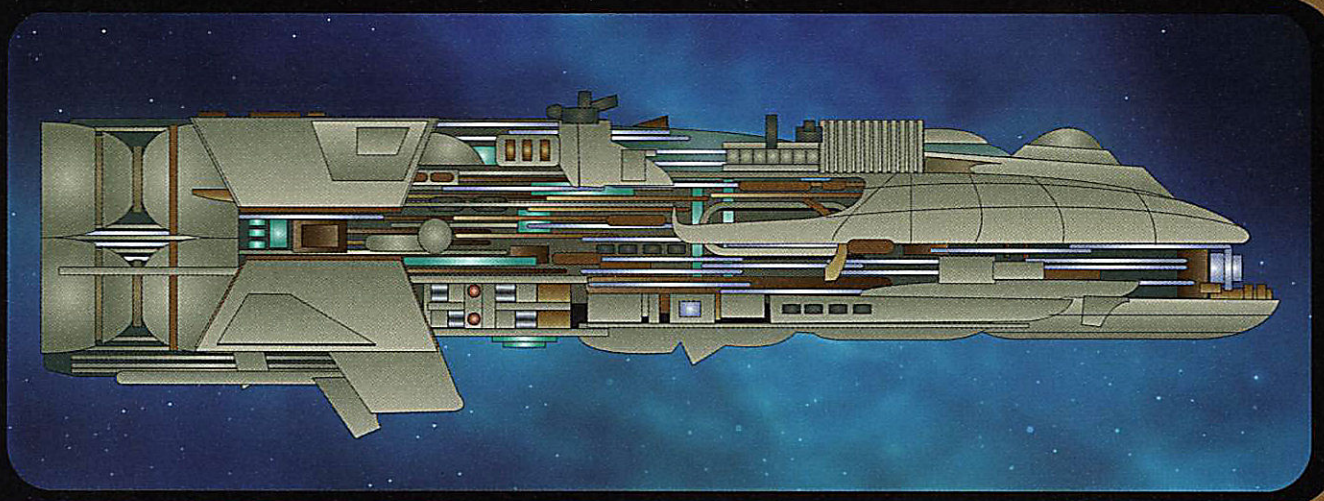


UFP Altair-class Freighter

Freighter; Commissioned: 2240

Ships in Service

Name	Registry	Notes
S.S. Alla Tarasova	NDT-833	Scrapped (2293)
S.S. Artic Queen	NDT-891	Scrapped (2274)
S.S. Diamond Queen	NDT-768	Lost on the Nipps-Tecla run (2257)
S.S. Huron	NDT-802	Scrapped after internal fire (2261)
S.S. J. Burton Ayres	NDT-838	Destroyed by Nausciaan raiders (2252)
S.S. Jade Star	NDT-794	Stolen by Orion pirates near Hirats III (2244)
S.S. Kathrine Clewis	NDT-850	Scrapped (2297)
S.S. Kay Cole	NDT-809	Destroyed by warp core breech (2255)
S.S. Marine Courier	NDT-826	Lost near Intellas IV colony, presumably to Klingon attacks (2263)
S.S. Medusa Challenger	NDT-867	Scrapped (2301)
S.S. Medusa Conquest	NDT-772	Crash-landed on Bennus II; unsalvageable (2277)
S.S. Nicolet	NDT-812	Scrapped (2284)
S.S. Millenium Queen	NDT-846	Scrapped (2316)
S.S. Sarah Spencer	NDT-877	Mothballed at Necuon Facility (2288), scrapped (2347)
S.S. Senneville	NDT-780	Scrapped after internal fire at Rigel III (2289)
S.S. Spar Garnet	NDT-811	Scrapped after collision at Anteres X Docking Yard (2252)
S.S. Spar Jade	NDT-899	Sold and converted to orbital storage facility at Tandar Prime (2323)
S.S. Spar Opal	NDT-854	Scrapped (2271)



UFP Class III Tanker

Tanker; Commissioned: 2240

PROPULSION DATA

Impulse System: SBE (.5c) (B)
Warp System: PB-4 (3/4/6) (B)

HULL DATA

Structure: 30
Size/Decks: 6/3
Length/Height/Beam: 237/111/70
Complement: 81 crew + 300 passengers

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 460
Life Support: Class 3 (D)
Operations System: Class 2 (C)
Sensor System: Class 1a (AA)
Separation System: No
Shuttlebay: 1 fd
Shuttlecraft: 2 Size worth
Tractor Beams: 1 fv, 2 av
Transporters: 4 standard

TACTICAL DATA

Deflector Shield: PFF 2 (A)
Protection/Threshold: 12/2

MISCELLANEOUS DATA

Maneuver Modifiers: –2 C, –3 H, –2 T
Traits: None

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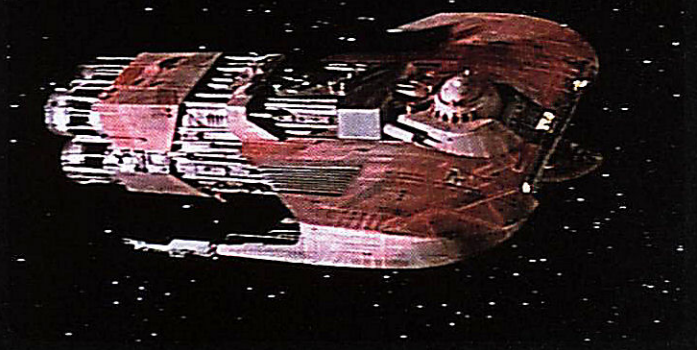

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Mission

A long-range bulk tanker, the primary mission of the Class III involves transporting large quantities of fuel and raw supplies to distant outposts. In the 23rd century, these ships were a common sight along the Federation's trade routes. In addition to their cargo-hauling duties, the Class III boasted passenger accommodations, making it a popular choice for civilians traveling through the Federation.

Features

While the *Altair*-class freighter is popular with independent merchants and free traders operating inside the Federation and along the frontier, the Class III tanker provides a valuable service. Utilized by large interstellar concerns and the Federation merchant marine, the Class III transports goods, fuel, and passengers in bulk, servicing established colonies and homeworlds alike.

The basic design incorporates a gantry structure connecting the forward hull to the engineering section, which surrounds removable tanks located on the ship's ventral side. Living quarters and command and control areas are located in the primary hull. An access shaft runs along the dorsal side of the tanker to the aft engine compartment where the sublight and warp engines may be serviced. In the event of an emergency, the gantry can be detonated to separate the forward area of the ship from the fuel canisters and engineering section, a primitive form of emergency separation (and thus not counted as a true separation system on the ship's profile).

These tanks commonly hold deuterium processed at one of several gas mines located in orbit over various Class-J planets throughout the Federation. The swappable fuel containers can also be replaced by large cargo canisters intended to ferry almost anything from dilithium ore to industrial parts. In addition to its cargo capacity, the ship's main section comes equipped with berthing accommodations for up to 300 passengers, and enough consumables for a period of up to 30 days. Quarters are cramped, but these bulk rates are significantly cheaper than those found on more conventional passenger ships. Passengers sleep in nine- and twelve-person berths equipped with stacked bunks and are allowed limited storage for their belongings.

The tanker is far too large to achieve atmospheric entry. Four standard transporters and two small shuttlepods provide transfer for passengers and fuel is transferred via integrated pumps while docked at an orbital facility. The Class III tanker can even refuel a starship in the field, although this is rare—a tankers time is best spent delivering the bulk of its cargo to a central destination. Cargo canisters and fuel pods can be disengaged and transferred via work bee support craft.

The propulsion systems on board were never intended for speed; a PB-4 warp drive provides a standard cruising speed of warp 4, considered one of the best speeds for a tanker of this size. The SBE impulse drive supplies reaction thrust at sublight speeds when maneuvering in and out of docking facilities; the ship can double normal impulse speeds for brief periods.

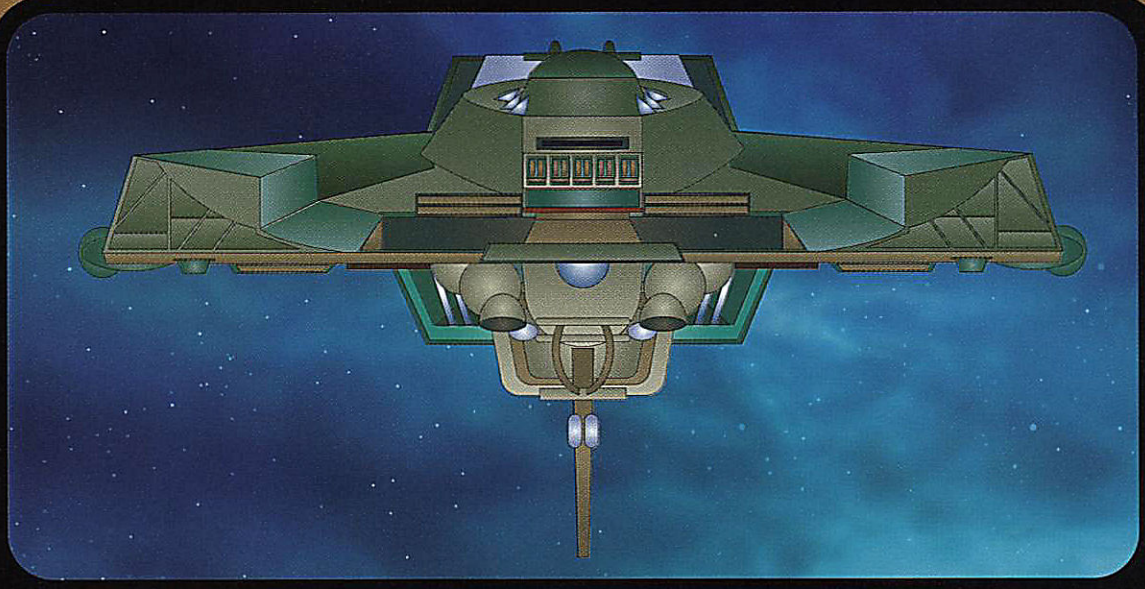
As one would expect, the Class III tanker excludes armaments; the tanker is not designed to participate in combat, but does posses limited defensive capabilities in the form of a PFF-rated shield grid. Rated primarily as navigational shields to protect the ship from space debris and particulate matter, the defensive systems on board provide limited resistance against attack. Threat vessels firing on a Class III tanker while fully loaded would likely be destroyed in the resulting detonation (treat the vessel as Size 24 for purposes of an explosion while fully-loaded with fuel).

Background

Constructed at the Antares Shipyards by the Velosi construction firm of Axenar, the Class III tanker is one of the few vessels in the 23rd century suitable for transport of neutronic fuel such as deuterium and anti-deuterium. As such these tankers are in high demand and their whereabouts checked on at regular intervals. Most Class III tankers operate in the private sector, although a few are used in Starfleet to transport mission-critical fuel supplies under escort, and by the Federation merchant marines to supply outlying colonies.

Earlier Class II tankers made no sacrifices for passenger accommodations, but the Class III was designed to carry commuters to supplement its freight capacity. Class III ships provided a travel alternative between major starbase facilities, provided you didn't need to get to your destination in a hurry and didn't mind layovers at remote lithium cracking stations and deuterium refineries.

These ships presented tempting targets to raiders, operating as they did along remote travel routes and without armament. Klingon warships were known to attack stray Class III tankers in the expanse incorporating Sherman's Planet, Capella IV, and Donatu V, not for their cargo but to sabotage Federation efforts in the region. Nausicaan raiders infrequently boarded these tankers, stranded any passengers, and navigated them back to isolated bases, where they could offload supplies and sell the tanker as scrap. And at least two tankers disappeared when they strayed into Tholian space. Responding the distress calls from Class III tankers was a priority for Starfleet ships in the 23rd century.



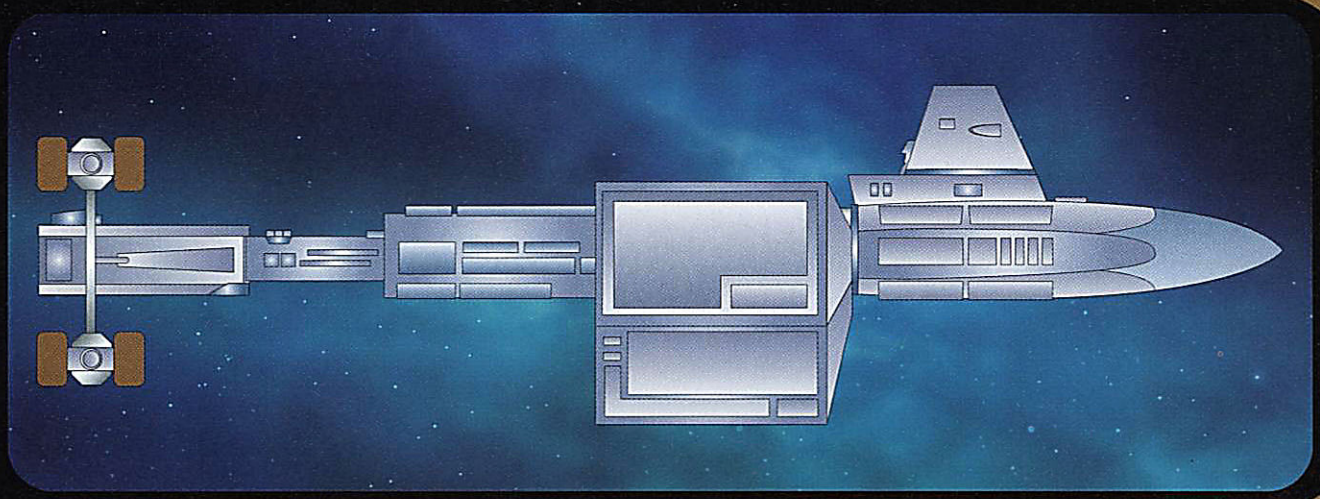
UFP Class III Tanker

Tanker; Commissioned: 2240

Ships in Service

Class III tankers remained in service through the early part of the 24rd century, with most being scrapped by 2310.

Name	Registry	Notes
S.S. Algocape	NGL-1010	Scrapped (2280)
S.S. Amy Riley	NGL-1077	Self-destructed on 2267, fully-loaded, taking all hands with it.
S.S. Daishowa	NGL-1008	Hijacked by Klingon border raiders and presumed destroyed (2257)
S.S. Imperial Acadia	NGL-1052	Scrapped after structural defects were found, causing the hull to buckle (2273)
S.S. Imperial Darthmouth	NGL-1042	Failure of navigational systems caused vessel to wander into the Klingon Neutral Zone causing minor incident vessel returned (minus payload) after diplomatic negotiations (2274)
S.S. Kobayashi Maru	NGL-1001	Fictitious vessel used in Starfleet training exercise, deemed "impossible" by most Academy Cadets
S.S. Mangal Desai	NGL-1020	Scrapped (2301)
S.S. Manitoulin	NGL-1009	Lost after cryptic last transmission indicating increased tetryon emissions (2252)
S.S. Mississagi	NGL-1017	Scrapped (2292)
S.S. Nordic Blossom	NGL-1074	Mothballed in 2304; later destroyed after orbital decay sent vessel spiraling into Ectair II (2337)
S.S. Omisaij	NGL-1061	Accidentally destroyed in Nausicaan raid (2245)
S.S. Reliance	NGL-1035	Scrapped (2310)
S.S. Rochelle Kaye	NGL-1067	Stolen in 2258, presumably by Orion pirates; final disposition unknown
S.S. Silver Isle	NGL-1038	Converted to passenger liner (2267); scrapped (2296)
S.S. Soren Toubro	NGL-1046	Lost less than 5 LY from Tholian border (2260)
S.S. Stella Lykes	NGL-1059	Acquired by Starfleet Command (2266); used as Academy Threat Response Training vessel (2268-2287); scrapped (2287)
S.S. Theodore Too	NGL-1079	Scrapped (2290)
S.S. Topa Topa	NGL-1022	Warp system failure sent the ship spiraling into the Omega XXI sun; all hands lost (2247)



DY-100/500 Transport

Transport; Commissioned: 1995

PROPULSION DATA

Sublight System:	RCS-151 (.1c) (A)	ITU-2 (.2c) (A)
Warp System:	None	WE-2 (1/1.2/1.5) (A)

HULL DATA

Structure:	15	15
Size/Decks:	3/1	3/1
Length/Height/Beam:	100/23/35	100/23/35
Complement:	6 + 100 in cryogenic storage	3 + 120 in cryogenic storage

OPERATIONAL DATA

Atmosphere Capable:	No	No
Cargo Units:	150	170
Life Support:	Basic (A)	Class 1 (B)
Operations System:	Class 1 (B)	Class 2 (C)
Sensor System:	Basic (-/A)	Class 1 (+1/B)
Separation System:	No	No
Shuttlebay:	No	No
Tractor Beams:	None	None
Transporters:	None	None

TACTICAL DATA

Defensive Systems:	None	Type II HP (–)
Protection/Threshold:	None	8/0

MISCELLANEOUS DATA

Maneuver Modifiers:	–4 C, –4 H, –4 T	–4 C, –4 H, –4 T
Traits:	None	None

*DY-500 data shown in right-hand column

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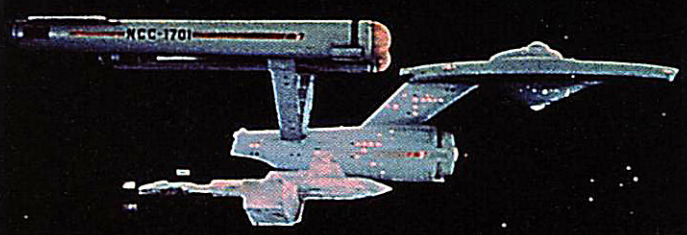

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Mission

The DY-100 deep-space transport was designed for the sole purpose of transporting supplies and materiel to Earth's colonies. As Human colonization efforts expanded beyond the Sol System, the need arose for a warp-capable freighter and the DY-500 was constructed. DY transports were outfitted to carry either fuel or bulk goods as required by the mission profile.

Features

Constructed in 1995, the DY-100 transport was the most sophisticated vessel of its time. The DY-100 transports were constructed on Earth and then launched into orbit using attached rocket boosters. Once in orbit, cargo and passengers could be loaded on board at several orbital facilities. The DY-100 used an internal chemical rocket engine to achieve breakaway speeds from Earth's orbit and limited thruster control and maneuverability during its journey. The DY-100 lacked the ability for faster-than-light travel, so flight time to nearby colonies took take several years, for trips to inner-system colonies like Mars, if not decades, trips to Io and beyond. In order to accommodate crews for these multi-year trips, the DY-100 operated on automatic pilot, while the crew slept away the journey in cryogenic sleeper bays. Not intended for atmospheric flight, once in orbit of their destination the DY-100 detached modular cargo containers for orbital insertion along specific coordinates.

With the end of the Third World War, and humanity's return to space, the DY-500 was constructed to transport people and goods beyond the Sol System. The DY-500 utilized the same hull configuration as its earlier sister ship, though the design included a more efficient ion drive for propulsion. Developed after Zefram Cochrane's historic faster-than-light trip, the DY-500 made use of the latest WE-2 warp engine, allowing it to maintain speeds of warp 1.2, although in an emergency this could be increased to warp 1.5 (theoretically). Even so, cryogenic chambers were required for travel to some of the farthest Earth colonies. Unlike the earlier DY-100, these transports were constructed in orbit at the United Earth Space Station; cargo could be loaded and unloaded at now-more-prevalent orbital facilities, replacing the need to drop their cargoes from orbit.

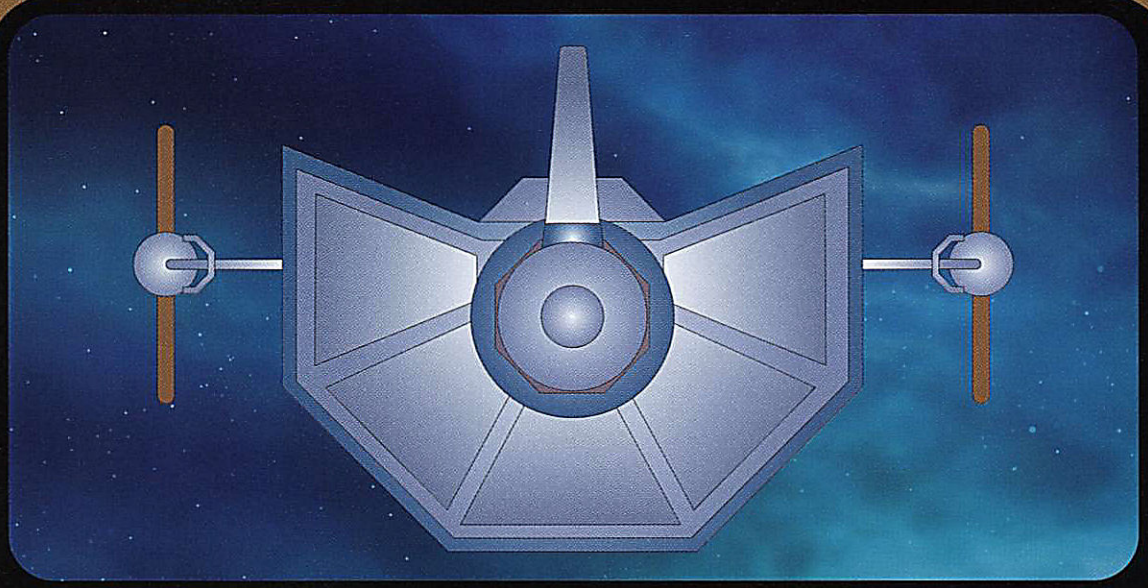
The hull of the DY-series was designed for limited controlled atmospheric entry, with components then used to build structures after landing. While this maximized the resources available to colonists, it also resulted in a one-way expedition. These interstellar bulk transports were the first of their kind, allowing mankind to transport goods and fuel to distant systems or colonies for the first time in Human history.

Background

In 1995, as humanity sought a more permanent foothold in space, one of the first deep-space vessels launched in Earth's history was launched. Equipped with primitive chemical rocket impulse drives, even travel to planets inside the Sol System took years. DY-100 ships played a crucial role in the colonization of Earth's moon, and several sleeper ships transported exploration teams to Mars and Io. Other, more ambitious missions intended to successfully travel out of the star system entirely. Travel on a DY-100 was a risky prospect, as so many variables made the trip dangerous. Yet this did not deter many people from volunteering to colonize a distant planet.

Initial DY-100 launches were fully automated, their passengers already frozen for the journey, and several vessels were lost shortly after launch, leading designers to suspect several key malfunctions occurred shortly after liftoff. The internal arrangement was redesigned to provide facilities for a manned crew to pilot the ship into space then retire to their cryogenic berths. Sure enough, gyro destabilization problems caused by the violent liftoff caused a miscalibration in navigational sensors, which live crews were able to correct. Later, the DY-100 was refitted to transport larger numbers of passengers. Once such vessel, launched in secret near the end of the Eugenics Wars, transported a number of genetic supermen away from Earth and towards and unknown destination.

The DY-500 took the successful concepts of the DY-100, coupled with the advent of the warp drive developed by Zephram Cochrane, and developed the first true interstellar transport. These first ships could not be built fast enough to meet the demand of eager colonists. The DY-500, thanks to its warp drive, had the capability to reach distant systems in a matter of years, rather than the decades previously required. Still, cryogenic sleeper pallets were necessary for interstellar travel. These ships were crucial in the colonization of Mars in the early 22nd century, and many left the system entirely for destinations unknown. DY-500 transports became the lifeline for interplanetary commerce, and were popular with "boomers," freighter crews who typically spent their entire lifetime in space until the construction of larger ships in 2108. In the mid-22nd century, the DY-500 transport remained in use, albeit only between nearby star systems. Still, they remained a valuable contributor to the exploration of space by humanity.



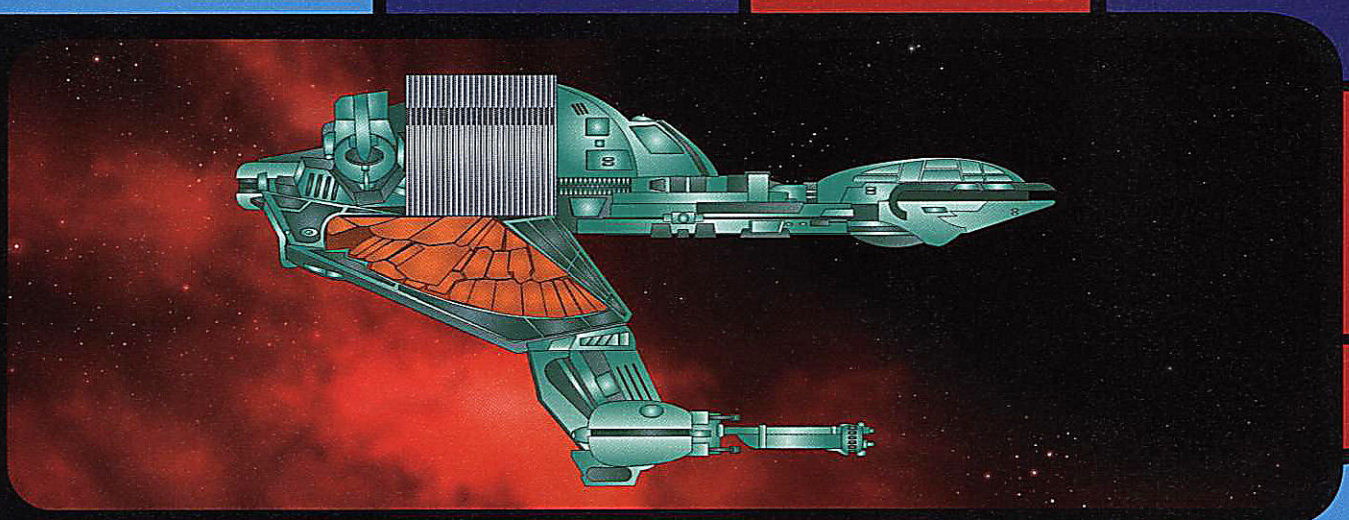
DY-100/500 Transport

Transport; Commissioned: 1995

Ships in Service

Vessels with a registry from 100 to 199 are DY-100 class transports, 200 and higher are DY-500 transports.

Name	Registry	Notes
S.S. Botany Bay	DY-109	Sleeper transport used by dictator Khan Noonien Singh to flee Earth shortly before the end of the Eugenics Wars; later recovered by the starship Enterprise and marooned on Ceti Alpha V (2267)
S.S. Conquest	DY-257	Established first colony on Seclix Prime (2149)
S.S. Hastings	DY-209	Scrapped (2147)
S.S. Iberville	DY-120	Destroyed shortly after liftoff (2028)
S.S. Lyons Creek	DY-166	Mainstay of the Earth-Luna run, scrapped (2055)
S.S. Malaspina	DY-223	Scrapped (2169)
S.S. Mariposa	DY-218	Colony transport launched in 2123 towards the Ficus Sector; commanded by Captain Walter Granger
S.S. Monticello	DY-158	Lost and presumed destroyed, never reaching Alpha Centauri
S.S. Salisbury	DY-131	Scrapped (2051)
S.S. San Juan	DY-177	Responsible for establishing the second Mars orbital platform (2061); scrapped (2066)
S.S. Santa Maria	DY-164	Delivered parts for first Mars orbital platform (2048); scrapped (2062)
S.S. Shenandoah	DY-178	Lost; presumed destroyed by unknown forces (2032)
S.S. Sylvania	DY-302	Two of three colony ships that failed to reach Terra Nova; presumed destroyed by local inhabitants (2079)
S.S. Toledo Sun	DY-238	Sol System freighter; scrapped (2169)
S.S. Wacosta	DY-104	Destroyed attempting planetfall on Mars (2045)
S.S. Yacona	DY-220	Destroyed by unknown raiders (2135)
S.S. Yakima	DY-212	Scrapped (2160)



B'rel-class/K'Vort-class*

Far Scout/Light Cruiser; Commissioned: 2284 and 2294 *

PROPULSION DATA

Impulse Systems: K-HEU-4 (.6c/C)	K-HEU-4 (.6c/C)
Warp System: STN-6 (5/6/8) (BB)	STN-6 (5/6/8) (BB)

HULL DATA

Structure: 15	20
Size/Decks: 3/2	4/5
Length/Height/Beam: 250/10/18	350/24.5/31
Complement: 12	52

OPERATIONAL DATA

Atmosphere Capable: Yes	Yes
Cargo Units: 30	40
Cloaking Device: Class 3 (Rating 20)	Class 3 (Rating 20)
Life Support: Class 3 (D)	Class 4 (E)
Operations System: Class 3 (D)	Class 4 (E)
Sensor System: Class 2 (+2/B)	Class 2 (+2/B)
Separation System: None	None
Shuttlebay: None	None
Shuttlecraft: None	None
Tractor Beams: 1 ad	1 ad
Transporters: 1 Standard, 1 Emergency	2 Standard, 2 Emergency

TACTICAL DATA

Disruptor Cannons: K-GDM-3 (X2/A)	K-GDM-2 (X2/B)
Penetration: 3/3/2/0/0	4/3/3/0/0
Torpedoes: KP-5 (X1/A)	KP-5 (X1/A)
Penetration: 2/2/2/2/0	2/2/2/2/0
Deflector Shield: PFF 1 (A)	PFF 2a (B) (K'vort-class)
Protection/Threshold: 12/1 (B)	13/1 (B)

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +1 H, +1 T +1 C, +1 H, +2 T

Traits: Battle Tested, Flawed System (Cloaking Device)

*K'Vort-class data is shown in the right-hand column.

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937 757 767
969 97 548 223 676 114 876
040 989 555 077 067 390

Mission

Developed from an initial Romulan design (likely obtained during the Klingon-Romulan alliance of the 23rd century), the bird-of-prey fulfills an important role in the Imperial Klingon Defense Force. The *B'rel*-class is a small, fast scout ship capable of performing defense and offensive missions as well as reconnaissance behind enemy lines. The class was designed to employ stealth to infiltrate hostile territories and strike quickly and effectively against unsuspecting targets.

Based on the success of the *B'rel*-class, a larger model, the *K'vort*-class, was commissioned in the 24th century. The *K'vort*-class fills a niche in between the larger *Vor'cha*-and *K'Tinga*-class cruisers and the *B'rel*-class. It performs much the same operational role as its smaller cousin, though it carries more crew, making it more effective as a base of operations for expeditionary forces.

Features

The *B'rel*-class led to a change in Klingon tactics. While the commanders of older and larger *D-7* and *K'Tinga*-class cruisers bombarded their targets with massive firepower from long range, bird-of-prey captains use the ship's speed and cloaking device to attack at close range, often in strafing runs. This compensates for the class' relatively light armament.

The spaceframes of both classes employ a distinctive style. The ships use a variable-position wing assembly that is kept flat for cruising, raised to serve as airfoils in a planetary atmosphere, or lowered into attack position. Both the *B'rel*- and *K'Vort*-classes still bear the distinctive birdlike markings of the original Romulan design. Both possess atmospheric landing capability. This allows the ship to transport expeditionary forces and function as a base of operations during planetary landfall.

Intended to penetrate hostile regions of space, a cloaked bird-of-prey can travel through territory with minimal risk of being detected, and sneak up on unsuspecting starships. Cloaking devices suffer from one drawback—ships equipped with them cannot engage weapons, deflector shields or transporters while cloaked. Klingon birds-of-prey must decloak in order to fire weapons, leaving the ship momentarily vulnerable during the critical onset time between cloak deactivation and shield engagement. An experimental cloaking device developed in 2293 corrected this deficiency, but was subsequently destroyed. Finally, although Starfleet and others have developed numerous ways to detect a cloaked ship—tracking its neutron radiation output, scanning for residual plasma contrails, and so on—these techniques only remain viable for a short time, until Klingon engineers develop a fix.

Tracking Cloaked Ships

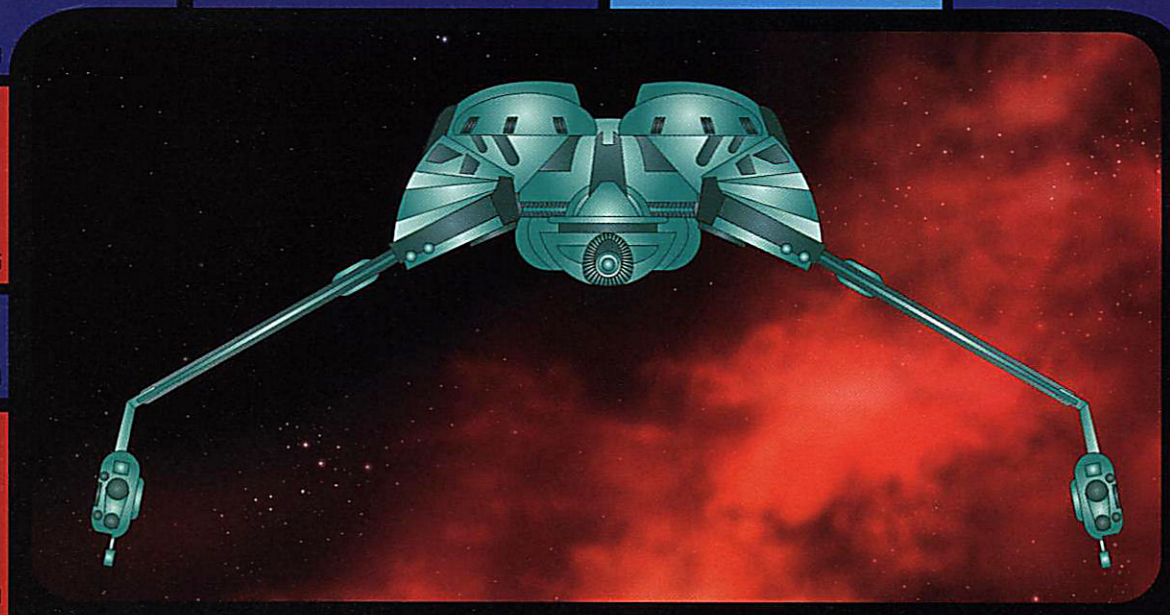
Cloaking devices are designed to foil sensors by projecting an energy screen around a ship to render it invisible. Detecting such a ship usually involves adjustments to sensor systems, to detect antiprotons, neutron radiation, subspace variances, plasma trails, and so on. Cloaking devices are continually being improved, however, so that any advance in sensor technology provides only a brief advantage, and vice versa.

The basic target number for a sensor test made to detect a cloaked vessel depends on the type of cloaking device the target ship employs. A Class 3 cloaking device, for example, requires a TN 20 skill test to detect when it's active (see Table 9.5, *Star Trek RPG Narrator's Guide*). Recalibrating sensors to detect things like antiprotons or a characteristic subspace variance requires a successful System Engineering test (see the *Star Trek RPG Narrator's Guide*, page 102). It is up to the Narrator whether any of these methods work, depending on the needs of her episode and the era in which the series is set.

Background

From the beginning, the *B'rel*-class proved itself to be extremely effective. The first true engagement with Federation forces occurred during the Genesis incident. Under command of Captain Kruge, a bird-of-prey infiltrated Federation territory, obtained information on the Genesis device and its location, and destroyed an *Oberth*-class science vessel.

The ship is popular with Klingon commanders and crews, who appreciate the combination of stealth, speed, and offensive punch. When traveling in groups of three, these ships are evenly matched with more powerful starships like the *Galor*- and *D'deridex*-classes. Remaining cloaked, these ships can analyze an opponent and wait for the appropriate time to strike, either by attacking from different directions or employing staggered strafing runs. Even when operating independently, both models pose a threat, as Klingon captains can engage their targets at point blank range.



B'rel-class/K'Vort-class*

Far Scout/Light Cruiser; Commissioned: 2284 and 2294 *

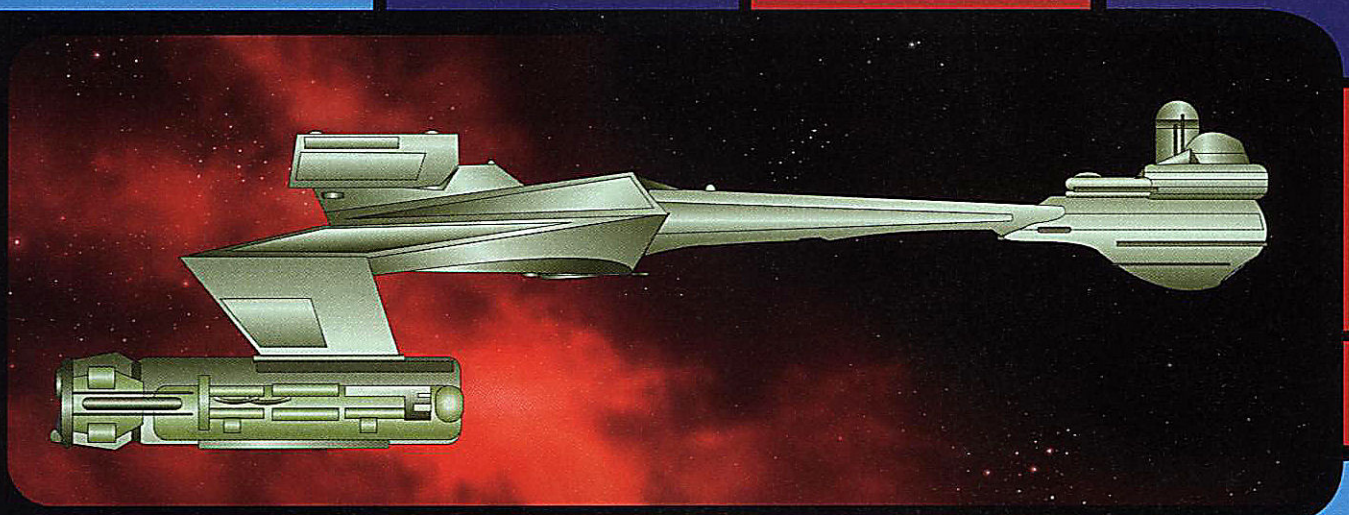
The solid design of the *B'rel*-class led the Klingons to design a larger model—the *K'Vort*-class. This was largely in response to Starfleet's construction and deployment of the *Excelsior*-class, the most powerful ship in Starfleet at the time. These ships were employed in the same manner as the *B'rel*-class, but possessed enough power to pose a credible threat.

An experimental, modified version of the bird-of-prey surfaced in 2293. Capable of firing its torpedoes while cloaked, the ship attempted to interfere in the Khitomer peace talks between the Federation and the Klingon Empire. The *Enterprise*-A destroyed this ship, and no other ships possessing these modifications are known to exist.

In the 24th century, the *B'rel*- and *K'Vort*-classes continued to make their presence felt in the Galactic hemisphere. During the Klingon-Cardassian war, the Klingon Civil War, and the Dominion War, these ships distinguished themselves, and they continue to serve an important role in the Klingon Defense Force.

Ships in Service

Name	Registry	Notes
I.K.S. Vorn (K'vort-class)	IKC-49001	Transported Counselor Duras to rendezvous with U.S.S. Enterprise-D; Duras murdered on board by Lieutenant Worf
I.K.S. B'rel/"HMS Bounty"	IKC-9200	Prototype; commanded by Captain Kruge to investigate the Genesis planet; later commandeered by Admiral James T. Kirk; sunk in San Fransisco Bay, Earth
I.K.S. Ch'Tang (B'rel-class)	IKC-9237	Commanded by General Martok during the attack on Trelka V
I.K.S. Hegh'ta (K'Vort-class)	IKC-55342	Captain Kurn, commanding; supported Gowron regime during Klingon Civil War
I.K.S. K'vort (K'vort-class)	IKC-95008	Prototype; destroyed defending Narendra III
I.K.S. Koraga (K'vort-class)	IKC-95121	Captained by Lieutenant Commander Worf; later destroyed
I.K.S. Kormag (K'vort-class)	IKC-73100	Captain T'Moq commanding; played crucial role in attack on ketracel-white processing facility; missing and presumed lost in Carraya System
I.K.S. Koroth (B'rel-class)	IKC-8314	Participated in the Battle of Chin'toka III; destroyed
I.K.S. Mok'tal (B'rel-class)	IKC-9336	Captain K'Vada commanding; secretly transported Captain Picard and Commander Data through Romulan Neutral Zone
I.K.S. Ning'Tau (B'rel-class)	IKC-9270	Commandeered by Kor after its captain was killed; assumed lost after engaging ten Jem'Hadar fighters to cover escape of task force
I.K.S. Orintho (B'rel-class)	IKC-9212	Attacked Deep Space 9 during pursuit of Detapa Council
I.K.S. Pagh (K'vort-class)	IKC-95295	Commanded by Captain Kargan; Commander William Riker temporarily served as First Officer
I.K.S. Rotarran (K'vort-class)	IKC-62127	General Martok commanding; single-handedly defeated a Jem'Hadar ship; participated in Operation Return



D7/K't'inga-class*

Battle Cruisers; Commissioned: 2150 and 2267*

PROPULSION DATA

Impulse Systems: K-HEU-4 (.6c/C)	K-HEU-4 (.6c/C)
Warp System: STN-4 (5/6/7 OCU) (C)	STN-5 (6/8/10 OCU) (D)

HULL DATA

Structure: 50	35
Size/Decks: 6/12	6/20
Length/Height/Beam: 209/55/147	350/98/252
Complement: 400	347

OPERATIONAL DATA

Atmosphere Capable: No	No
Cargo Units: 60	60
Cloaking Device: None	Class 2 (Rating 18)
Life Support: Class 3 (D)	Class 3 (D)
Operations System: Class 3 (D)	Class 3 (D)
Sensor System: Class 2 (+2/C)	Class 2 (+2/C)
Separation System: None	None
Shuttlebay: 1 ad	1 ad
Shuttlecraft: 6 Size worth	6 Size worth
Tractor Beams: 1 fv, 1 ad	1 fv, 1 ad
Transporters: 6 Standard, 6 Emergency	6 Standard, 6 Emergency

TACTICAL DATA

Disruptor Cannons: K-GDM-3 (X4/A)	K-GDM-2 (X2/B)
Penetration: 3/3/2/0/0	4/3/3/0/0
Torpedoes: KP-2A (X1/A)	KP-5 (X2/A)
Penetration: 2/2/2/2/0	3/3/3/3/3
Deflector Shield: PFF 2 (A)	PFF 2a (B)
Protection/Threshold: 12/2 (B)	13/3 (B)

MISCELLANEOUS DATA

Maneuver Modifiers: +1 C, +0 H, +3 T	+1 C, +0 H, +3 T
Traits: Battle Tested	

*K't'inga-class data is shown in the right-hand column.

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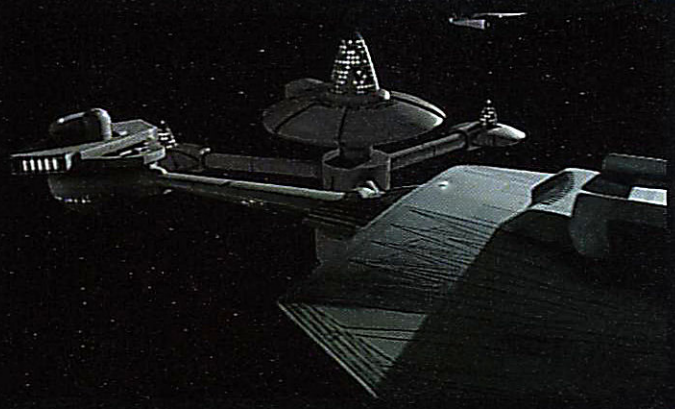

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- EARTH S-SYS 78-1 60 224 146 937 333 757 159 970
- VAR AST-9/77/4ME NA 767 040 767 916 761 535 915

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927 03473 6732
76 R22 387 622367 92 372 31057 8242
L62 249 194426 919 89190 1310

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- REC 37 4N 757 937 757 767 356
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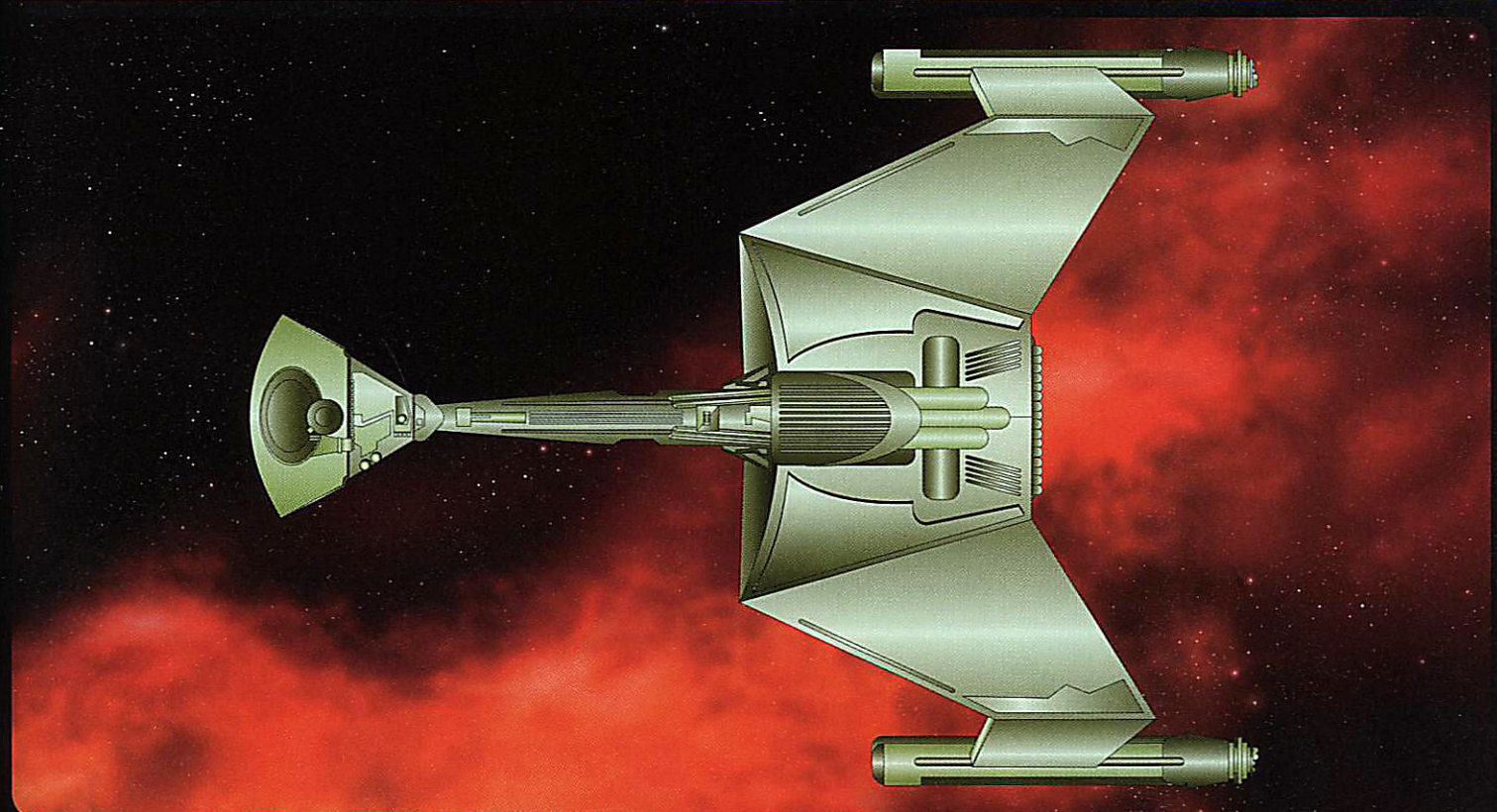

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Mission

The *D7*, and later the *K't'inga*-class, form the backbone of the Imperial Klingon Defense force for much of the 23rd and early 24th centuries. A long-range ship designed to project Klingon power throughout the Beta Quadrant and beyond, the *D7* incorporates a solid design with overwhelming firepower. It is intended for long-term deep-space exploration and conquest, and performs missions as varied as sector patrol, reconnaissance, convoy escort, and invasion. The *K't'inga*-class improves on the original design in order to keep the IKDF in parity with the increasingly more advanced Federation.

Features

Distinctive in appearance, with its bulbous command section and low-slung nacelles, to a generation these ships are synonymous with Klingon military might. Spartan by design and practical in philosophy, each is essentially a starship constructed around a mass of weapons.

Klingon designers placed primary importance on the class' weapon systems, and the ship is an even match with Starfleet's *Constitution*-class. The *D7* uses phaser-like phase disruptors mounted on hardpoints in the ship's superstructure, while the main torpedo tube is located in the outer fore section. For the *K't'inga*-class, armament upgrades are significant. Disruptor batteries replace the phase disruptors, which operate at enhanced power levels, and an aft torpedo tube was included to improve weapons coverage. Neither vessel is particularly maneuverable, for which Klingon tactics are designed to compensate. *D7* commanders bombard their targets with massive firepower at long range. Deflector systems are designed to withstand significant assault as they close range to bring their phase disruptors to bear. By the time torpedo salvos have found their mark, one or two well-placed beam shots are all that is required to finish the job.

Unlike later starship classes in the Klingon arsenal, the *D7* does not employ cloaking device technology. Although the Klingons were given the specifications for the Romulan cloaking device during their alliance of the 23rd century, and undoubtedly could have re-fit the *D7* to include this system, the power drain on other systems compromised the ship's effectiveness; in short, the Klingons did not want to divert power away from the ship's weapons systems. Significantly, the *K't'inga*-class is equipped with a cloaking device as part of its redesign, on account of the vessel's more powerful engines. This advance alters Klingon tactics, with *K't'inga*-class commanders employing stealth to close to point blank range before discharging both torpedoes and disruptors for a quick and devastating blow. The ship's improved hull makes up for the momentary lag between decloaking and raising shields.

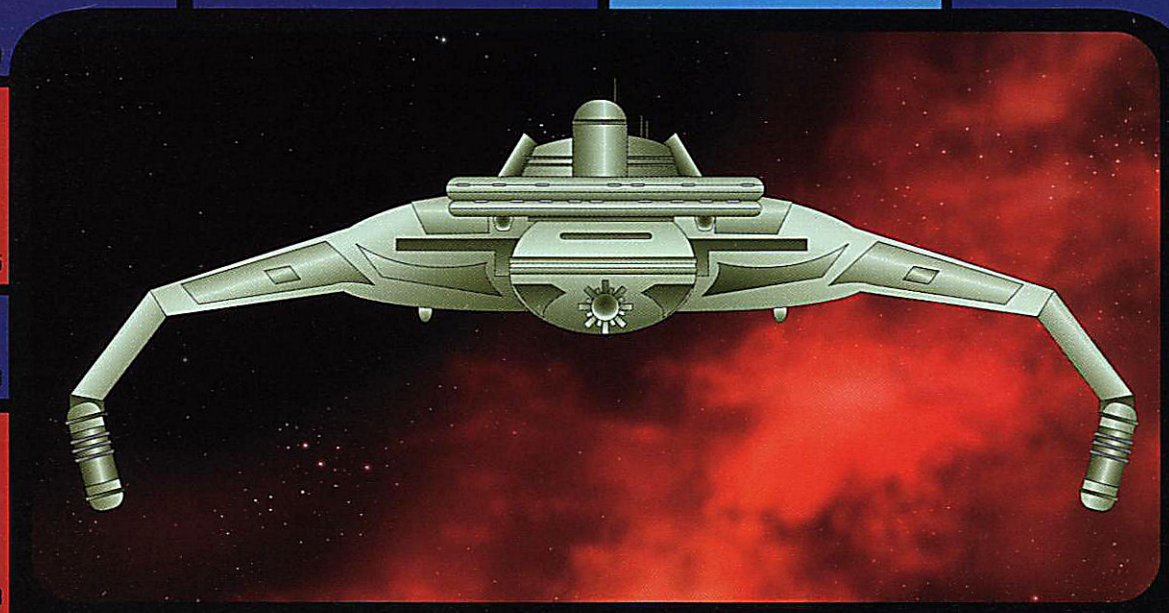
The engines on the *D7* are less powerful and less reliable than those found on a *Constitution*-class ship. This lack of power was the primary barrier to installing a cloak on the *D7* (although the Romulans undoubtedly made some modifications to theirs). The *K't'inga*-class incorporates more powerful engines than its predecessor. Although the ship remains incapable of firing weapons or engaging deflector shield while cloaked, the time between decloaking and routing power to the shields is shortened to an acceptable interval.

A significant improvement over the *D7* lies in the *K't'inga*-class' structural design. Designed to withstand heavy weapons fire and multiple hull breaches, the construction includes a reinforced superstructure, an enhanced structural integrity field, and compartmentalization of critical areas of the ship. Like the *D7*, the *K't'inga*-class does not employ Bussard collectors (for gathering hydrogen fuel) on the front of the nacelles, instead incorporating them into the ship's wing design.

Background

The construction of the *D7* battle cruiser grew out of early encounters with the Romulans and Federation over contested regions of space. Eager to expand the Empire's borders, the Klingons needed a ship strong enough to stand up to newer Starfleet vessels like the *Ranger*-class, which they increasingly encountered. The *D7* enjoyed a service life of over 100 years. Some continue to serve up to the late 24th century (though, admittedly, in auxiliary service). During their alliance with the Romulan Star Empire, the Klingons shared the design in return for cloaking technology know-how and the schematics for the *B'rel*-class bird-of-prey. For the record, the Klingons do not refer to this class as the "*D7*;" a Starfleet Intelligence report coined the name and it simply stuck.

During the 23rd century, these ships were a common sight prowling the space between the Federation and Klingon Empire. Battle cruisers fanned out across numerous sectors in the Alpha Quadrant, in a region of space roughly bordered by the Donatu, Organian, and Capellan systems. These were weapons of conquest, commanded by legendary heroes like Kor, Koloth, and Kang. Starfleet's



D7/K't'inga-class*

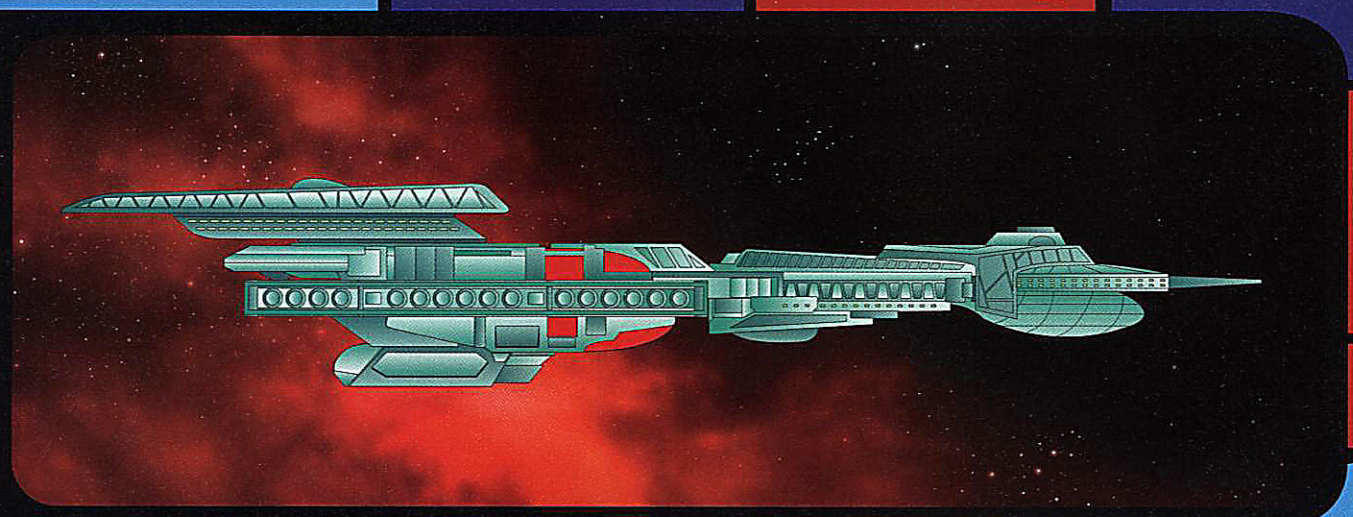
Battle Cruisers; Commissioned: 2150 and 2267*

starships and *D7* cruisers stood off against each other wherever the Klingons attempted to plant their flag. Cruisers menaced convoys, bullied remote colonies, and intimidated neutral worlds to join the Empire. The *D7* became synonymous with terror along the frontier. At the high point in the conflict with the Federation, hundreds of *D7* battle cruisers stood poised to do battle with Starfleet, until the powerful, nonviolent Organians interfered and imposed their treaty.

The *K't'inga*-class redesign built on the successes of the *D7*, and allowed the Klingons to maintain parity with Federation starships of the late-23rd century, notably the *Constitution*-class refit and *Excelsior*-class. The *K't'inga*-class heavy battle cruiser remained in service throughout the next century as a front line combat spacecraft. Three of these cruisers stood their ground against the V'ger space probe, but were no match for its overwhelming power. A *K'tin'ga*-class served as the flagship for Klingon Chancellor Gorkon. They raided Federation territory in 2362, fought the Battle of Klach D'Kel Bracht, and defended Khitomer and Narendra III against Romulan attack. By the Klingon Civil War, however, the class took a back seat to smaller, faster ships like the *B'rel*-class and larger, more powerful ships like the *Vor'cha*-class. Yet they played an extensive role in the Dominion War, participating in the Battle of Chin'toka III and the assault on Deep Space 9. No longer in production, the *K'tinga*-class was eventually replaced by the larger *Vor'cha*-class attack cruiser, though they remain in rear line service.

Ships in Service

Name	Registry	Notes
I.K.S. Amar (K't'inga-class)	IKC-7736	Destroyed by the V'ger probe
I.K.S. B'Moth (K't'inga-class)	IKC-7739	Disabled near Cardassian border by Jem'Hadar during the Dominion War
I.K.S. Gr'oth (D7-class)	IKS-4175	Captain Koloth, commanding; visited Space Station K-7 for shore leave; participated in Great Tribble Hunt
I.K.S. Quo'noS One (K't'inga-class)	IKC-7748	Flagship of Chancellor Gorkon
I.K.S. T'Acog (K't'inga-class)	IKC-7750	Cruiser destroyed by Klingon criminals en route to Qo'noS
I.K.S. T'Ong (K't'inga-class)	IKC-7713	Captain K'Temoc commanding; deep-space exploration cruiser; returned to Klingon space after 75 years in hibernation
I.K.S. Korvat (K't'inga-class)	IKC-5502	Captain Kor, commanding; led decisive victory over the Romulans in the Battle of Klach D'Kel Brakt
I.K.S. Ch'dan (D7-class)	IKC-4176	Captain Kang, commanding; ship destroyed by Beta XII-A entity
I.K.S. HaH'vat (K't'inga-class)	IKC-7001	Captain Kang, commanding; encountered U.S.S. Excelsior in Azure Nebula



Negh'Var-class Dreadnought

Dreadnought; Commissioned: 2369

PROPULSION DATA

Impulse Systems: K-HEU-6 (.9c/D)
Warp System: STN-9 (7/9.2/9.6) (E)

HULL DATA

Structure: 45
Size/Decks: 8/28
Length/Height/Beam: 682.32/136.65/470.09
Complement: 2,500

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 80
Cloaking Device: Class 3 (Rating 20)
Life Support: Class 5 (F)
Operations System: Class 5 (F)
Sensor System: Class 4a (+4/DD)
Separation System: None
Shuttlebay: None
Shuttlecraft: None
Tractor Beams: 1 AD, 1 FV
Transporters: 4 Standard, 4 Emergency

TACTICAL DATA

Ship Mounted Disruptors: K-GDM-3 (X10/D), K-GDC-1 (X1/D)
Penetration: 6/6/6/0/0
Torpedo Launchers: KP-10 (X2/B)
Penetration: 5/5/5/5/5
Deflector Shield: FSQ-7
Protection/Threshold: 17/2 (CC)

MISCELLANEOUS DATA

Maneuver Modifiers: +4 C, -2 H, +3 T
Traits: None

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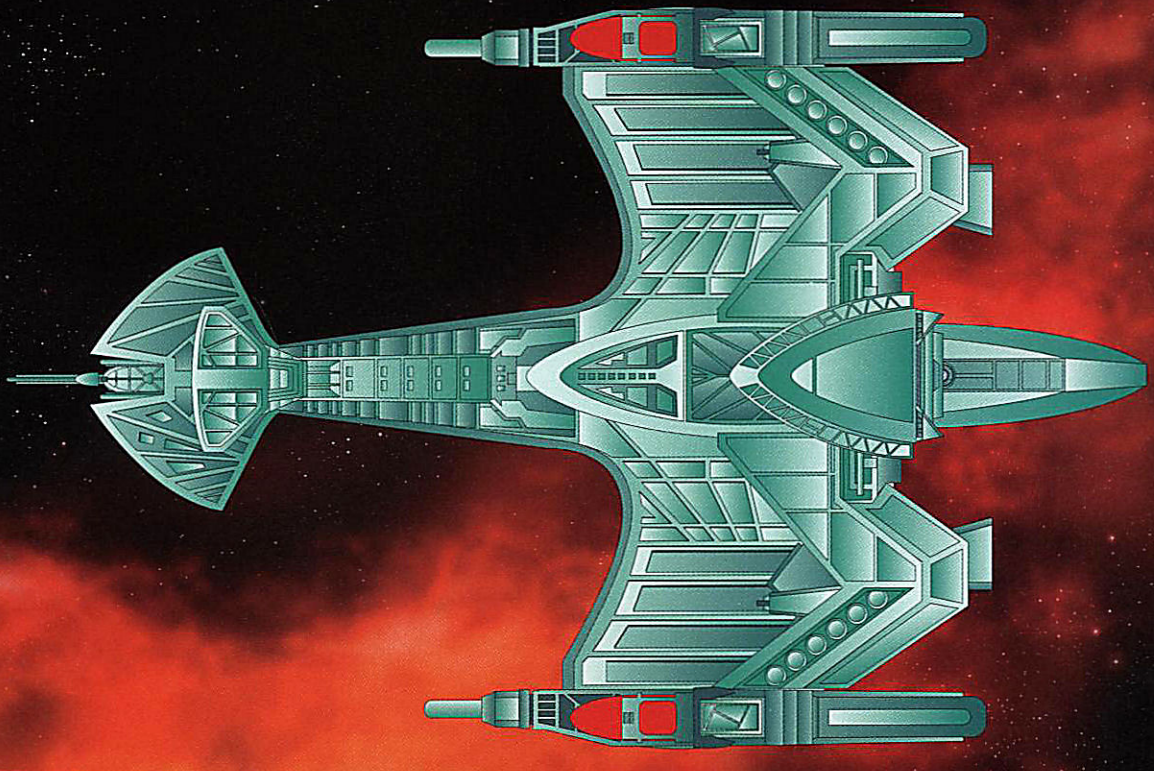

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Mission

Weighing an approximate 4,310,000 metric tons, the *Negh'Var* is the flagship of the Klingon Empire. Designed to be an imposing and formidable opponent, this ship is only brought out when the Empire mobilizes in force. The ship is rarely encountered alone, but at the head of a fleet. At least two *Vor'cha*-class battleships and two wings of *B'rel*- or *K'vort*-class warships travel along side it. It also serves as the flagship of the Chancellor of the Klingon High Council. The *Negh'Var* is capable of a wide range of military missions, from landing ground troops for planetary assault to invasion.

Features

The largest ship in the IKDF fleet, the *Negh'Var* represents the pinnacle of Klingon design and makes for an impressive display of might. The ship is roughly comparable to the size of Starfleet's *Galaxy*-class. Following the dictate "more is better," the Klingons constructed her with the largest engines, the most powerful disruptors, and the best cloaking device available to them.

The size and number of offensive systems declares the *Negh'var*'s intent. A large, forward-mounted disruptor cannon, four torpedo launchers (two forward, two aft), and numerous disruptor emplacements around the ship's hull make this ship a formidable opponent. The ship's targeting computers allow for the tracking of multiple targets, while individual disruptors can either be fired by individual gunners or centralized through the tactical station on the bridge. The *Negh'var*'s main gun—the giant forward disruptor cannon—fires the ship's most devastating shot. And the Klingons have equipped their four torpedo launchers with the most powerful and advanced missiles in their arsenal—plasma torpedoes obtained from the Romulans. As with the *Vor'cha*- and *K't'inga*-classes, the *Negh'Var* typically softens up an opponent with its main gun and torpedo barrages while closing in to optimal range for its disruptors.

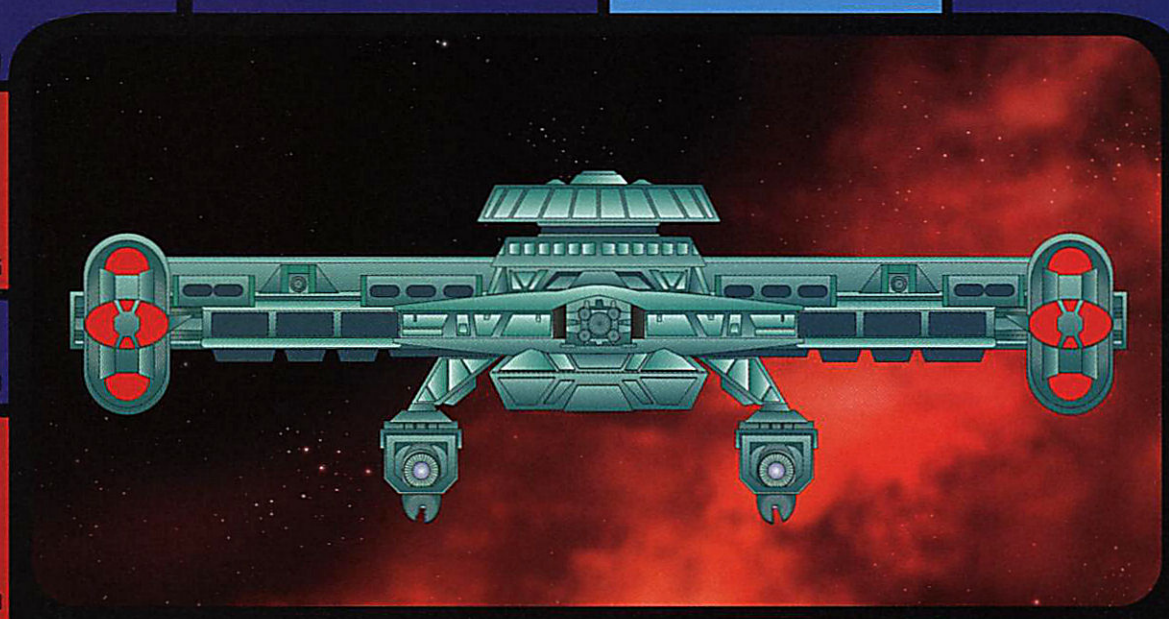
The *Neg'var*'s operations systems reflect Klingon practicality. The ship's tractor beams are used to hold an opponent in place while individual weapons open fire on it, as well as to tow prizes back to Qo'noS. At 4,310,000 metric tonnes, the *Negh'Var* requires multiple cloaking devices to generate an energy shield capable of surrounding the ship, though these devices are standard for that of a Klingon ship. The sensors, like those of other 24th century Klingon vessels, are below the standard set by most Starfleet vessels, but adequate to the job. Its operational systems, however, are quite impressive with multiply redundant relays diminishing the chance of a catastrophic loss of capability during battle.

For a ship of its size, the *Negh'Var* travels at a considerable speed. It is equipped with two matter/antimatter warp drives to propel its considerable mass, and redundant impulse engines provide sufficient thrust in relativistic space. Both engine systems, like the operations systems on board, are built to be reliable and durable. Although it travels at a faster rate of speed than *B'rel*- and *K'Vort*-class ships, this is detracted by the fact that this ship maneuvers like a brick in space.

Background

When this ship was first constructed at the Qo'noS Orbital Factory Base in 2369, the Klingon Empire had recently emerged from a brief civil war. Although the treacherous Duras family, the architects of the rebellion, was cast out in shame, the Empire's new chancellor, Gowron, felt the need for a ship more powerful than the *Vor'cha*-class. While the battleships used by previous chancellors were impressive, Gowron wanted a ship that demonstrated not only the might of the Klingon Empire, but also his own formidable power. Klingon engineers designed the *Negh'Var* to compete with, and perhaps exceed, the Federation's Galaxy-class and the gigantic warbirds of the Romulan Star Empire. Gowron's political acumen, however, kept the *Negh'Var* a class of only one.

Launched in 2371, the *Negh'Var* has only seen battle a few times since its construction. When the Cardassian's civilian government, the Detepa Council, ousted the military's Central Command from power, the Klingons suspected a Dominion plot. Seeing glory in his grasp, Gowron dispatched a fleet to Cardassia for the glory of the Empire and the safety of the Alpha Quadrant, with the *Negh'Var* in the lead. The ship performed well during the invasion, as smaller *B'rel*- and *K'Vort*-class warships swarmed Cardassian Galor-class battle cruisers, all lorded over by the *Negh'var*. The fleet followed the escaping Detapa Council to Deep Space 9, but was driven off by the station's newly-upgraded defensive weapons. The *Negh'Var* performed well enough that Chancellor Gowron ordered two more ships. The ship would next see battle during the final battles of the Dominion War, as the command ship for Gowron and General Martok, in which it played a decisive role.



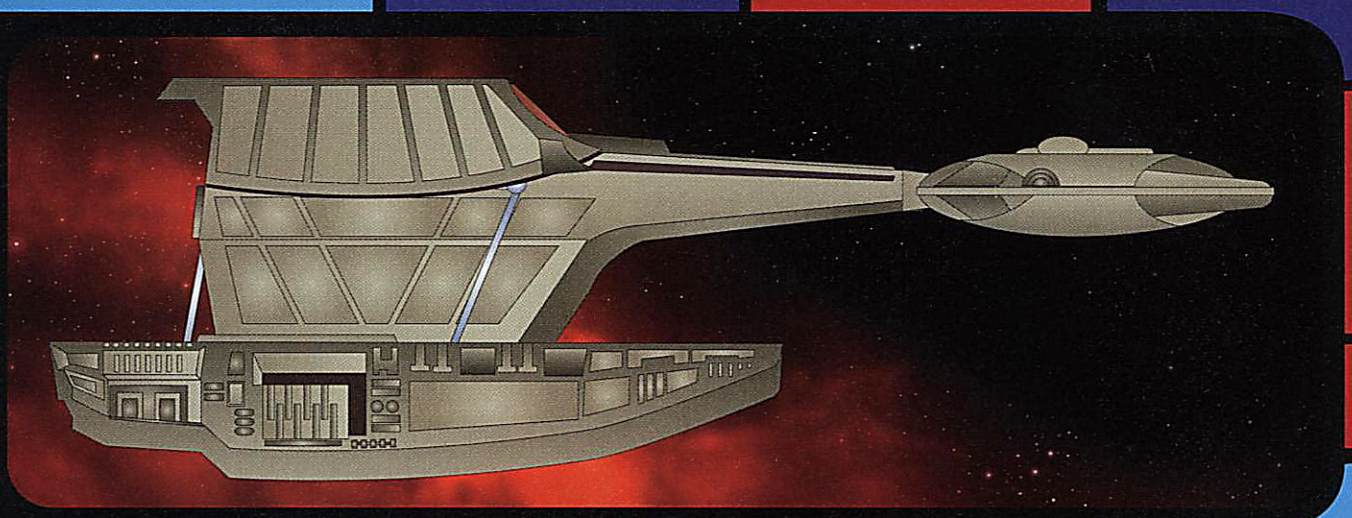
Negh'Var-class Dreadnought

Dreadnought; Commissioned: 2369

When General Martok assumed the office of Chancellor of the Klingon Empire, the *Negh'Var* remained his command ship and he authorized the construction of several more. As the ship begins mass-production, they may likely phase out the *Vor'cha*-class.

Ships in Service

Name	Registry	Notes
I.K.S. Hegh'mar	IKS 7503	Under construction, Qo'noS Orbital Factory Base
I.K.S. K'mpec	IKS 7502	Launched 2374; assigned joint Federation-Klingon defense fleet, Deep Space 5
I.K.S. Kormat	IKS 7501	Launched 2375; assigned to expeditionary mission to the Vela Expanse
I.K.S. Mogh	IKS 7504	Under construction, Qo'noS Orbital Factory Base
I.K.S. Negh'Var	IKS 7500	Flagship of the Klingon Defense Force (2372); captained by General Martok during the invasion of Cardassia and subsequent attack on Deep Space Nine



Raptor-class Scout

Scout; Commissioned: 2150

PROPULSION DATA

Impulse Systems: K-HEU-1 (.4c) (A)
Warp System: STN3 (Warp 3/4/6) (C)

HULL DATA

Structure: 30
Size/Decks: 4/3
Length/Height/Beam: 105/22/37
Complement: 12

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 20
Cloaking Device: No
Life Support: Class 2 (C)
Operations System: Class 2 (C)
Sensor System: Class 1 (+1/B)
Separation System: None
Shuttlebay: None
Shuttlecraft: None
Tractor Beams: 1 AV
Transporters: None

TACTICAL DATA

Ship Mounted Disruptors: K-GDM-1 (x2/B)
Penetration: 3/3/2/0/0
Torpedo Launchers: KT-X (x2/B)
Penetration: 3/3/3/3/0
Hull Plating: KDP Type II
Protection/Threshold: 12/0 (AA)

MISCELLANEOUS DATA

Maneuver Modifiers: –1 C, +3 H, +0 T
Traits: Battle Tested

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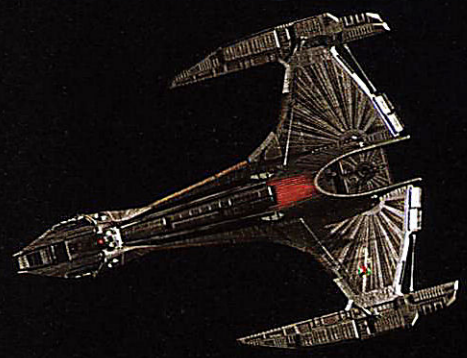

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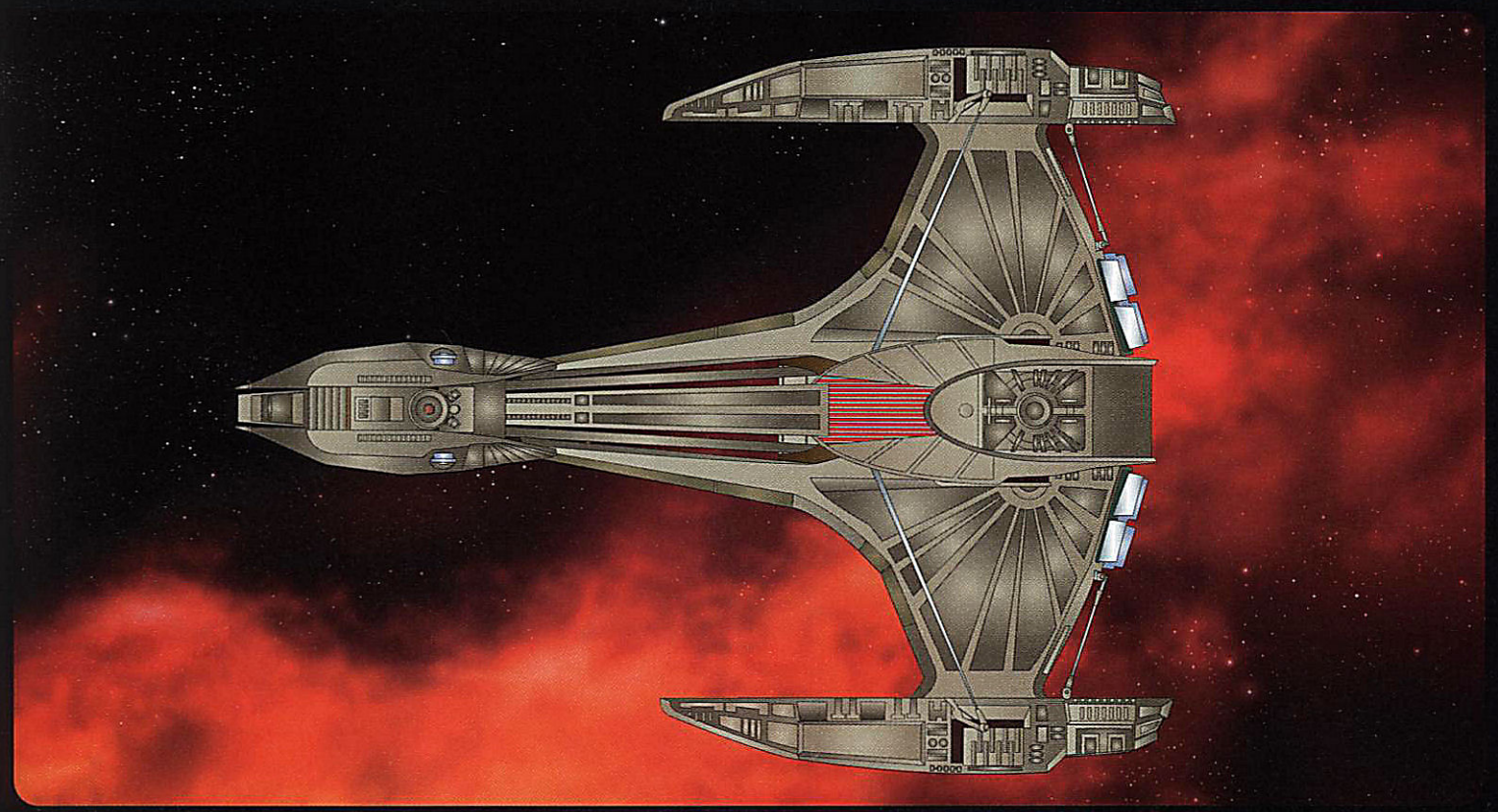

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Mission

Although in service in the Klingon fleet for decades, little is know about the *Raptor*-class scout ship. Designed for short and medium range reconnaissance missions and swift attacks, the Klingons employ these vessels to search for targets of opportunity and raid shipping lanes (for which it is quite popular among Klingon pirates). Although small and lacking substantial armament, the *Raptor*-class is best-suited in missions calling for quick strikes.

Features

Spartan by design, the Klingons designed this vessel as a small, rapid attack ship capable of reconnoitering in advance of a larger fleet or raiding lightly-defended targets. In many ways the *Raptor*-class is the predecessor of the *D12* and *B'rel*-class birds-of-prey.

The *Raptor*-class armaments include disruptor cannons and a photon torpedo launcher (several years before Starfleet acquires the technology). As originally designed, the class does not include deflector shields, instead relying on reinforced hull plating and structural integrity fields. The armored structure allows the *Raptor*-class to take considerable damage (proportionally speaking) than most other unshielded vessels. The Klingons later install a deflector shield grid, but at a cost to other systems. When hunting for ships to prey upon, the crews of these scouts prefer to skim the atmosphere of a planet, often a Class-J gas giant or world with a strong magnetic field, to throw off a potential target's sensors.

An analysis of the class' operations systems reveals several strengths and deficiencies. Built prior to the Romulan-Klingon alliance of the 23rd century, these scouts do not utilize cloaking devices, and Klingon crews must resort to other means of stealth to gain a tactical edge. Like many ships of its day, the *Raptor*-class lacks transporter systems, and must rely on its atmospheric landing capability to disembark passengers and crew, and cargo. The tractor beam is used to attach the scout to a vessel targeted for boarding actions. Its simple sensor systems suffer from signal degradation, limiting their effectiveness. In typical Klingon fashion, the *Raptor*-class lacks escape pods.

Space is a commodity in these vessels, and its impulse engines and warp core take up a great deal of it. Originally capable of speeds in excess of warp 4 when they were first encountered, over the years they have seen several upgrades. Unfortunately, the superstructure cannot accommodate the larger engines of the late-23rd and 24th centuries, and the class dropped from IKDF service (though it continues to be employed by smaller Klingon houses, merchants, and freelance warriors). Usually, *Raptor*-class scouts travel at least five light years ahead of a warship, looking for a good spot from which to waylay commercial traffic (if not operating on its own).

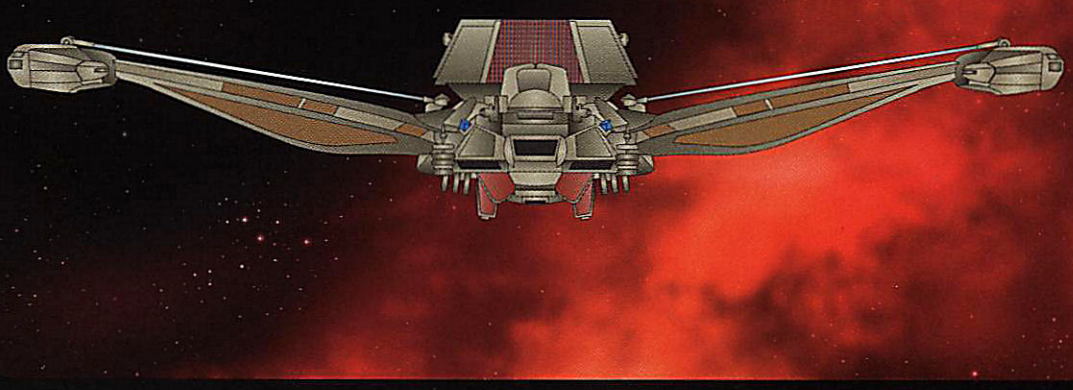
Background

Like the "*D7*" classification assigned to the Klingon battle cruisers of the time, the *Raptor*-class was a name assigned by the Vulcans. While Klingon attacks on Vulcan ships initially worked, their strategy was too simple and the Vulcans quickly caught on. Vulcan starship crews learned easily enough to avoid certain telltale situations—distress beacons originating from asteroid fields, areas of recent ion storm activity, the upper atmospheres of Class-J planets. Yet these Klingon ships remained a threat to other spacefaring civilizations.

Attacks on Tandaran vessels tended to be more fruitful, and the Tandarans often assumed their losses were due to Suliban attacks. The Axanari were unprepared for a Klingon onslaught. Later historians would postulate that it was these attacks that led to the Axanari aggressive stance towards their neighbors. Attempts to prey on Andorian ships proved disastrous on the first attempt, as their ships were evenly matched, and the Klingon Empire declared Andorian shipping, for the time being, off limits.

Starfleet first encountered this class of starship when the *NX*-class *Enterprise* under the command of Captain Archer detected a ship trapped in the gravity well of a Class 9 gas giant. Apparently, the *SamraH* attempted to obtain the best concealment in the planet's hydrogen atmosphere, got too close, and was pulled down to hull-crushing pressure depth. Additional encounters between Starfleet and this class of ship in particular occurred over the next several decades, in and around Donatu V and Sherman's Planet.

Over time, however, these ships would go out with a whimper rather than a bang. As the Klingon Empire grew, so did the need for larger battle cruisers (and increased numbers of them). The *Raptor*-class gave way to the *D12*, *B'rel*-class, and *K't'inga*-classes, though they remained in service with smaller house fleets and stayed popular with itinerant Klingon warriors in need of simple transportation.

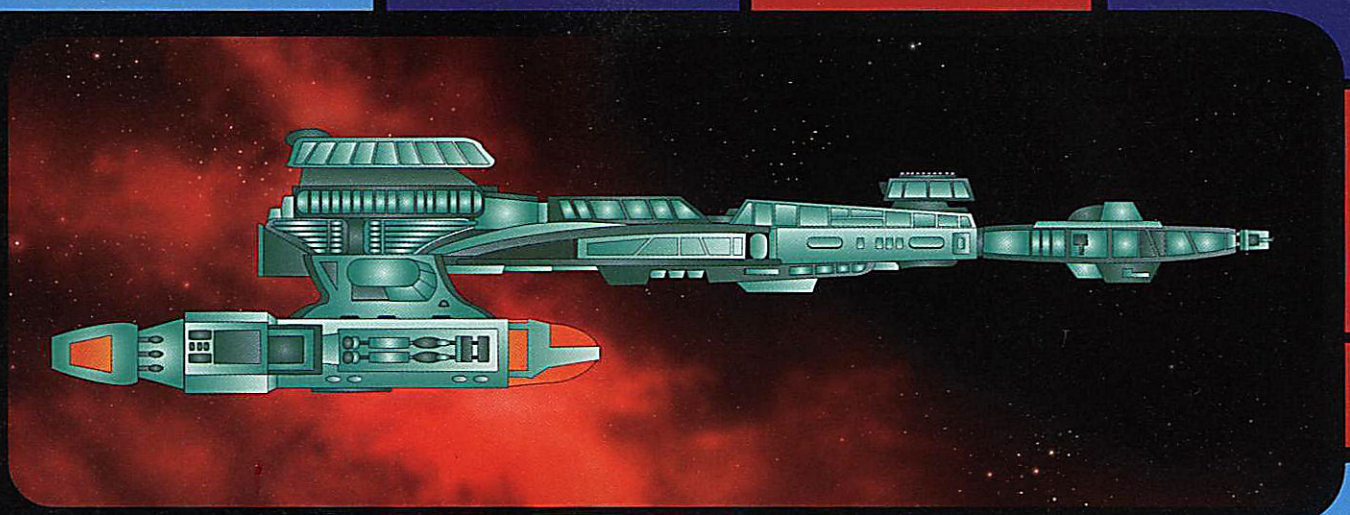


Raptor-class Scout

Scout; Commissioned: 2150

Ships in Service

Name	Registry	Notes
I.K.S. Barak	IKS-209	First Klingon vessel to respond to Khitomer distress signal
I.K.S. Amw'l	IKS-127	Destroyed by quasar burst while stalking a Vulcan surveyor (2153)
I.K.S. Balth	IKS-114	Starship of infamous pirate R'kah
I.K.S. Bokor	IKS-284	Conducted successful raids on Tandaran fast escorts
I.K.S. Dit'kra	IKS-453	Attacked U.S.S. Sal'koth (Ranger-class); captured by same
I.K.S. K'araH	IKS-312	Attacked U.S.S. Horizon, U.S.S. Decatur, and S.S. Potemkin
I.K.S. K'eylat	IKS-424	Responsible for raids on "Boomer" freighters S.S. Long Beach, S.S. Manhattan, and Vulcan supply depot Khol-Ra
I.K.S. Nu'paH	IKS-409	Attacked S.S. Columbia, damaging the craft
I.K.S. Nu'Tal	IKS-162	Assigned to patrol Rigel sector (2151)
I.K.S. Patan	IKS-566	Destroyed in battle with U.S.S. Hood at Donatu V
I.K.S. R'mora	IKS-319	Participated in Vega Colonies Massacre
I.K.S. Rok'lor	IKS-155	Rescued from sentient nebula by U.S.S. Indomitable
I.K.S. SamraH	IKS-173	Rescued from the atmosphere of a gas giant
I.K.S. Veng	IKS-294	Lost in temporal distortion



Vor'cha-class Battle Cruiser

Battle Cruiser; Commissioned: 2362

PROPULSION DATA

Impulse Systems: K-HEU-4 (.6c/A)
Warp System: STN-7 (6/7/9) (C)

HULL DATA

Structure: 45
Size/Decks: 7/22
Length/Height/Beam: 481.32/106.87/341.76
Complement: 1,900

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 70
Cloaking Device: Class 3 (Rating 20)
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 2 (+2/C)
Separation System: None
Shuttlebay: None
Shuttlecraft: None
Tractor Beams: 1 AV
Transporters: 4 Standard, 4 Emergency

TACTICAL DATA

Ship Mounted Disruptors: K-GDM-3 (X8/C), Disruptor Cannon: K-GDM-5 (X1/C)
Penetration: 6/5/5/0/0
Torpedo Launchers: KP-6 (X1/A)
Penetration: 3/3/3/3/3
Deflector Shield: CIDSS-4
Protection/Threshold: 16/3 (BB)

MISCELLANEOUS DATA

Maneuver Modifiers: +3 C, –1 H, +4 T
Traits: Battle Tested

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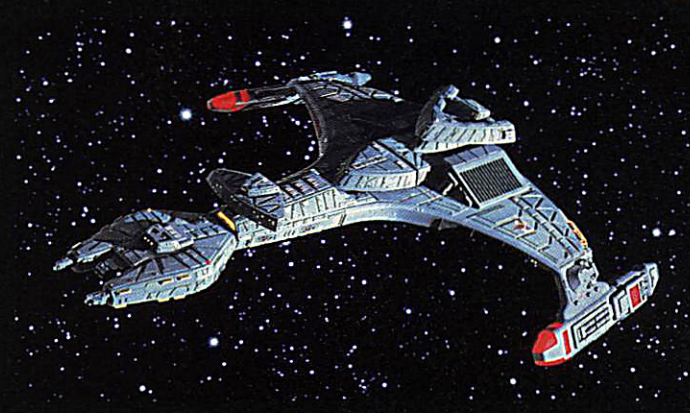

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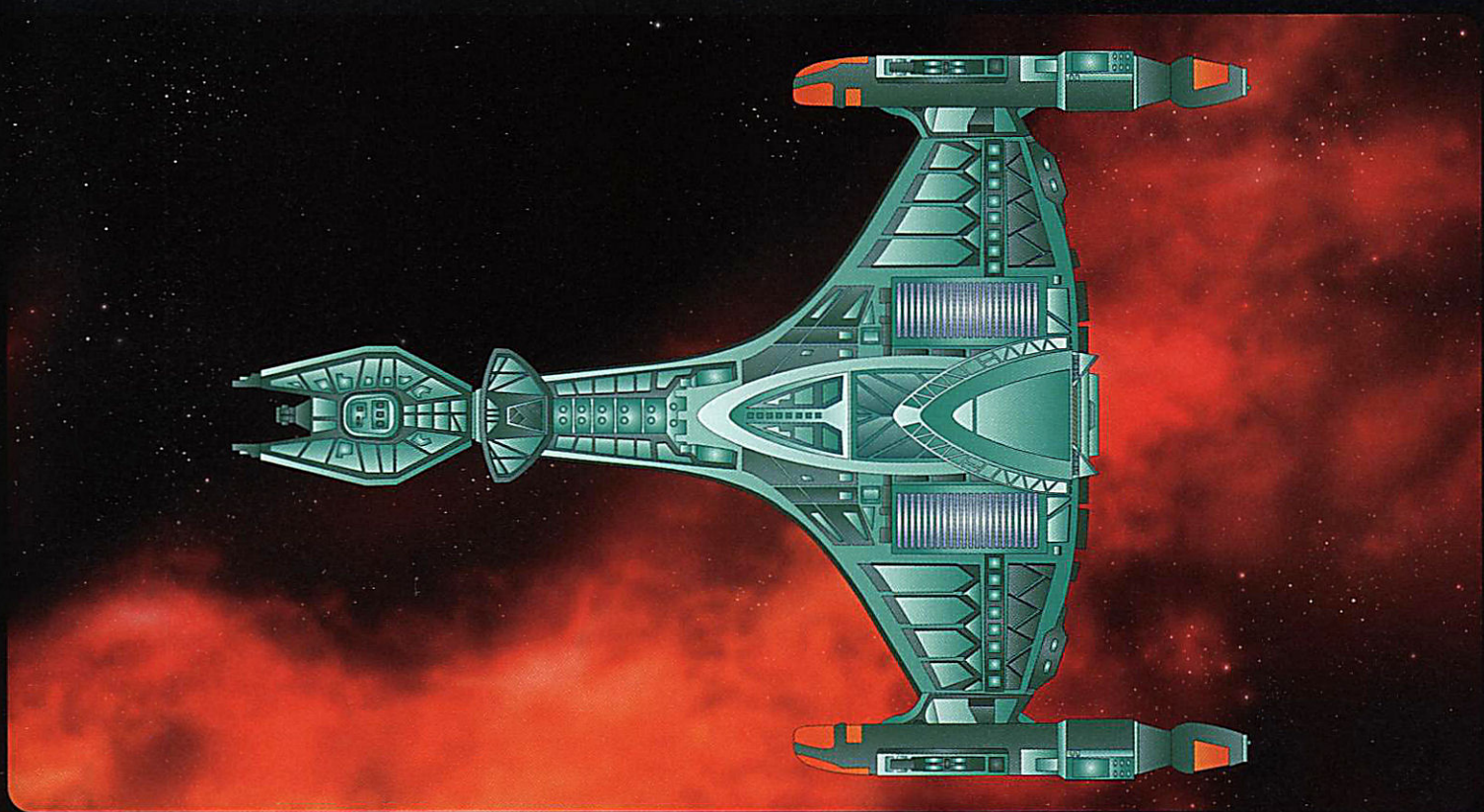

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Mission

After 2367, the year of its launch, the *Vor'cha*-class serves as the backbone of the 24th century Klingon Defense Forces, replacing the aging fleet of *K't'inga*-class battle cruisers. They are typically employed as the flagship in fleets maintained by the Great Houses of the Empire. These ships serve a variety of purposes as the foremost tools of Klingon intergalactic policy, from transporting dignitaries to establishing footholds in star systems. They have also, on rare occasions, taken part in scientific expeditions. Yet its primary, though unstated purpose, is to continue demonstrating Klingon military superiority.

Features

The *Vor'cha*-class incorporates many of the technological advances of the mid-to-late 24th century, including improvements attained from Starfleet during the years of détente, while harkening back to old, reliable forms. The ship's design echoes traditional Klingon construction—a small command section at the end of a long, sweeping neck, and a wide secondary hull with two "outrigger"-style nacelles. Lacking the mobility of *B'rel*- and *K'Vort*-class birds-of-prey, the structure of the Vor'cha is reinforced to withstand heavy attacks, combined with Starfleet advances in structural integrity field technology developed for the *Galaxy*-class design project.

Numerous disruptor mounts, which, as on other Klingon capital ships, can either be fired by individual gunners or centralized through the tactical station on the bridge. The forward command section houses a powerful disruptor cannon. Torpedo tubes—two forward, one aft—are capable of firing the Empire's latest missile weapons. As is typical with larger Klingon vessels, commanders prefer direct tactics—attacking opponents from long range with their torpedoes, including their main disruptor at medium range, and closing to point blank for maximum effectiveness with their disruptor batteries. Its deflector shield grid represents a significant improvement over those used by the *K't'inga*-class.

At roughly twice the size of the *K't'inga*-class, the *Vor'cha* attack cruiser requires one of the most power engines available to the Klingon Empire. Utilizing a sturdy and reliable matter-antimatter engine, the *Vor'cha*-class possesses a remarkable range. Its impulse drive systems are on par with those of earlier classes.

An improvement over their 23rd century *D7* and *K'tinga*-class predecessors is its redundant Optical Data Network relays to reduce the chance of the ship being rendered battle ineffective during combat. Like all Klingon ships designed after the 23rd century Romulan alliance, the *Vor'cha*-class includes a cloaking device.

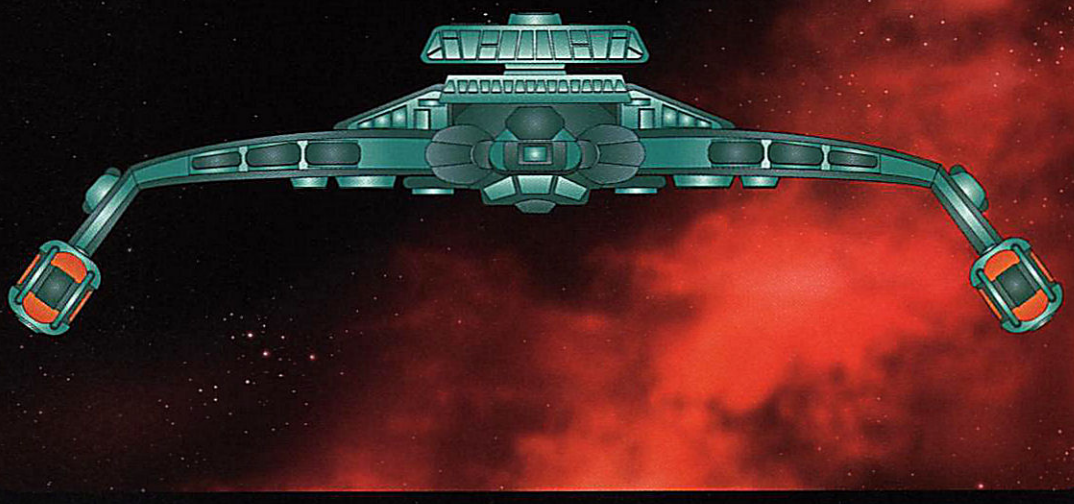
Background

An unsuccessful raid on Federation territory exposed a serious weakness in the Klingon fleet. In 2362, a group of three *K't'inga*-class battle cruisers attacked a newly established Federation colony at Rugal IV, believing the territory had been ceded to the empire in the Second Khitomer Accords. The U.S.S. Merrimack, one of Starfleet's new Nebula-class starships, received the colonist's distress signal and successfully drove off the older *K't'inga*-class cruisers. The disaster left a lasting impression on K'mpec, then Chancellor of the Klingon Council. He ordered the design of a new capital ship equal in capabilities to those of Starfleet. It would take five years before the first *Vor'cha*-class ship left the Qo'noS orbital factory.

During the class' design and construction period, the Federation, as part of several other initiatives to solidify the fragile peace between the two governments, proposed to share technology developed as part of the *Galaxy*-class Development Project. When the prototype left drydock, K'mpec declared the vessel to be his flagship. Before long, every Klingon noble house had at least one of these juggernauts in their fleets. The earliest action the class saw was an invasion of Romulan space to assert the Empire's claim over the planet Otha, which ended with the destruction of two *D'deridex*-class warbirds.

Over the next decade, the *Vor'cha*-class played a significant role in the affairs of the empire and the Alpha Quadrant. During the Klingon Civil War, when Gowron ascended to the position of Chancellor and the House of Duras challenged his authority, these vessels saw action on both sides of the conflict, often as command ships. That Gowron and his supporters had more of them tipped the battle in his favor. In the Klingon invasion of Cardassia Prime to capture the Detapa Council, three of these cruisers participated, eventually following the escaping leaders to *Deep Space 9*. There they confronted the station's newly-upgraded weapon systems and in the subsequent attack on the base two of the three cruisers were destroyed.

Their finest hour, however, came during the Dominion War. *Vor'cha* cruisers participated in all the major battles of the war, from defending the Alpha Quadrant terminus of the Bajoran Wormhole to attacks on strategic locations



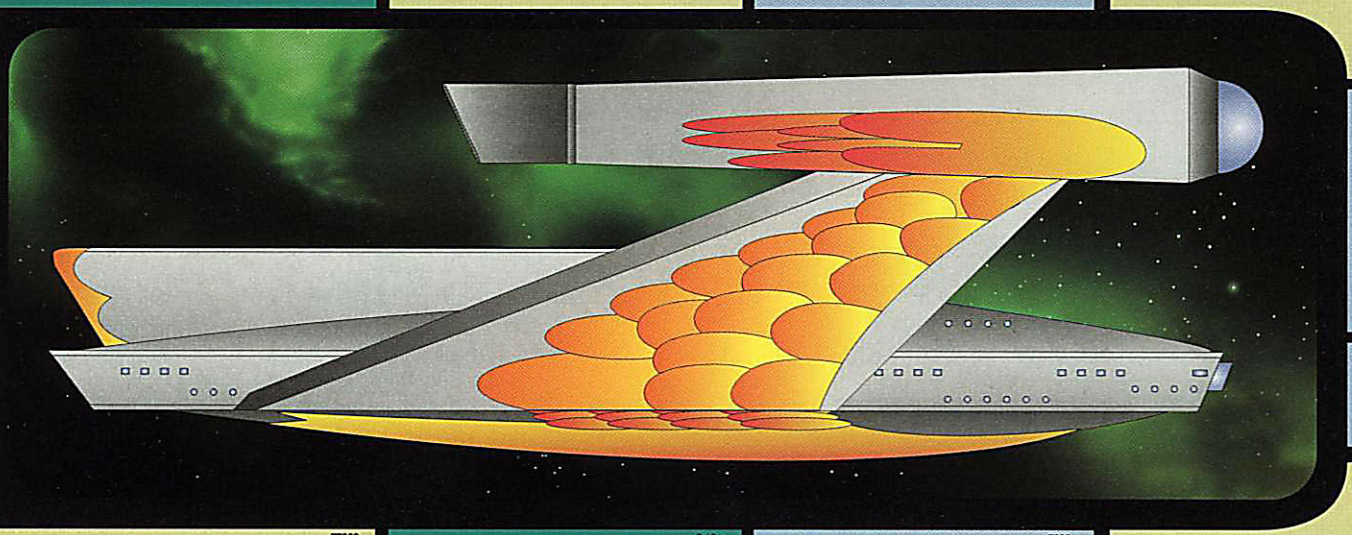
Vor'cha-class Battle Cruiser

Battle Cruiser; Commissioned: 2362

inside Dominion territory. Over 15 of these vessels participated in the historic Battle of Chin'toka, in which the combined fleets of Federation, Romulan, and Klingon starships penetrated a Cardassian orbital defense system to seize this strategically important star system.

Ships in Service

Name	Registry	Notes
I.K.S. Kohna	IKC-11678	Dispatched to explore Gamma Quadrant
I.K.S. Bortas	IKC-11546	Flagship of Chancellor Gowron during the Klingon Civil War
I.K.S. Drovna	IKC-11563	Covertly mined Bajoran system during Dominion War; damaged in accidental detonation of cloaked mine during deployment
I.K.S. K'elest	IKC-11673	Missing; Talos system last reported position
I.K.S. Key'vong	IKC-11233	Conducted raids along the border with Romulan space
I.K.S. Mahk'tar	IKC-11452	Lost in orbit over Minos stardate 45648.9
I.K.S. Maht-H'a	IKC-11574	Commanded by Captain Nu'Daq; covertly pursued Starfleet expedition in search of a 4 billion-year-old message from a long extinct species
I.K.S. Neng-ta	IKC-11684	Assigned to patrol Kriosian colonies, halted smuggling of weapons to rebel forces.
I.K.S. Qu'Vat	IKC-11591	Commander Morag, commanding; conveyed Governor Torak to investigate the death of a Starfleet officer on Relay Station 47
I.K.S. R'kang	IKC-11478	Assigned to explore Minos stardate 46127.4
I.K.S. T'Kora	IKC-11274	Caught in quantum flux; considered lost
I.K.S. Toh'Kaht	IKC-11515	Commanded by Captain Tel'Peh; sabotaged by a crewmember under the influence of Saltah'na telepathic energy spheres
I.K.S. Vor'cha	IKC-11500	Prototype; commanded by Chancellor K'mpec
I.K.S. Vornak	IKC-11544	Defended Deep Space 9 after the Klingon Empire reentered the Klingon-Federation alliance
I.K.S. Yavang	IKC-11553	Commanded by Captain Lothorg; transported Sirella, Mistress of the House of Marlok, to the wedding of Worf and Jadzia Dax



Bird-of-Prey

Fast Attack Warship; Commissioned: 2245

PROPULSION DATA

Impulse Systems: RIB-1 (.5c/B)
Warp System: None

HULL DATA

Structure: 25
Size/Decks: 4/5
Length/Height/Beam: 124.5/22.5/37.5
Complement: 205

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 40
Cloaking Device: Class 2 (Rating 18)
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 2 (+2/C)
Separation System: None
Shuttlebay: None
Shuttlecraft: None
Tractor Beams: 1 AV, 1 FV
Transporters: 4 Standard, 4 Emergency

TACTICAL DATA

Plasma Energy Torpedo: RTP-1 Plasma (X1/B)
Penetration: 4/3/2/1/0
Deflector Shield: PFF-2a
Protection/Threshold: 13/2 (B)

MISCELLANEOUS DATA

Maneuver Modifiers: +3 C, –1 H, +4 T
Traits: Battle Tested

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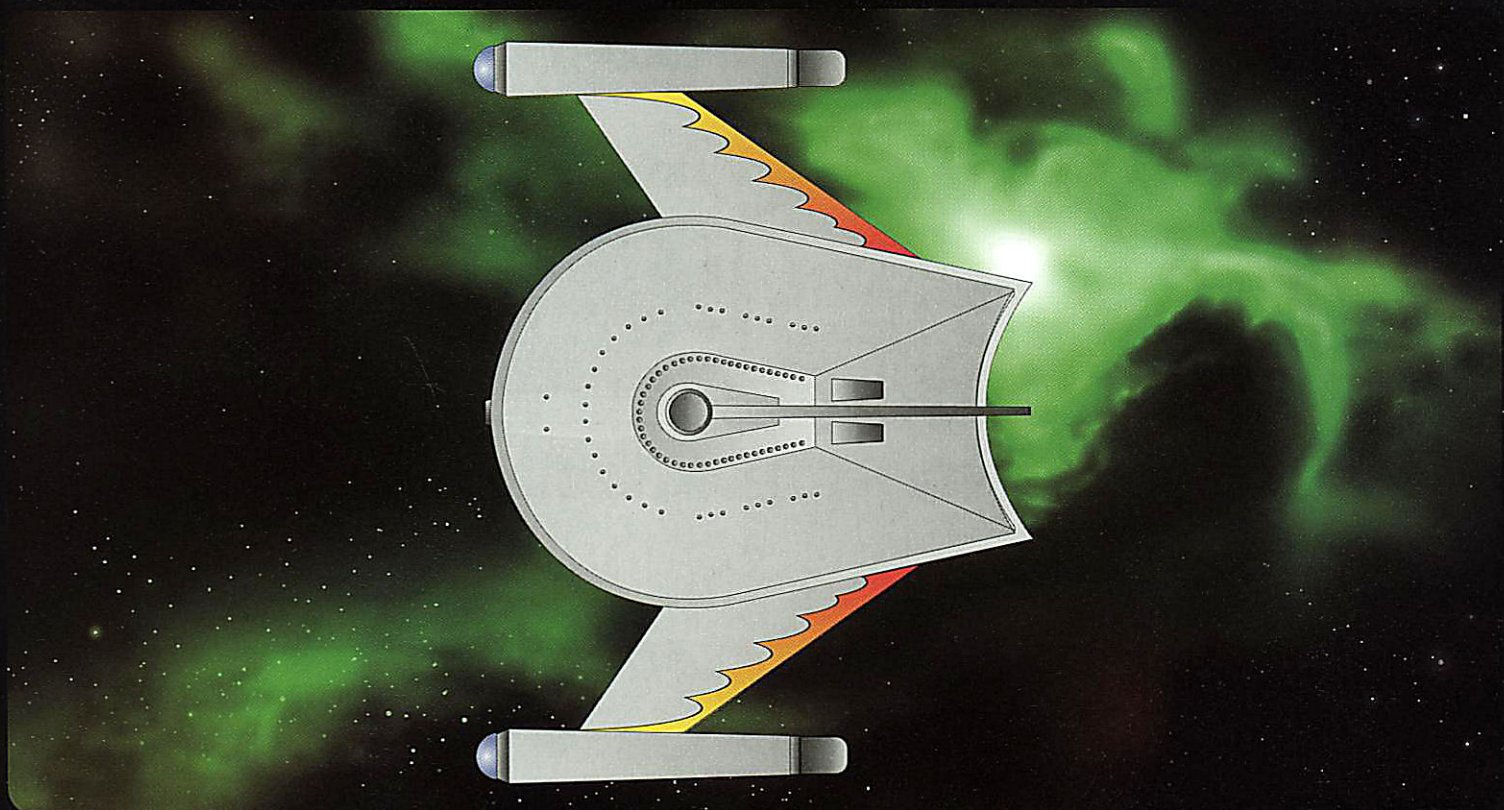

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Mission

Originally designed as a system defense ship operating inside Romulan space, the *bird-of-prey* was the mainstay of their fleet. The Romulans garrisoned fleets of these ships at starbases in every major system on their side of the Neutral Zone. They defended individual star systems from invasion by making it difficult for invaders to move from star to star. Ships of this class guarded against pirates and smugglers, and rooted out nascent insurrections.

This vessel became the test-bed for two Romulan technologies—the newly developed cloaking device and plasma energy weapon. After several years of early test flights, the Romulans dispatched one ship to cross the Neutral Zone and attack Starfleet listening posts in the first "live fire" test.

With the redesign and upgrade of the original *bird-of-prey* design during the years of the Klingon-Romulan alliance in the early 23rd century, these ships embarked on a more aggressive mission, penetrating Klingon and Federation space on offense and reconnaissance missions.

Features

To a generation, these ships are synonymous with Romulan power and ingenuity. The Romulan *bird-of-prey* derives its name from the large predatory bird, known on Romulus as a *ra'tar*, painted on its underbelly.

The *bird-of-prey* was the first vessel to enter Federation space with a cloaking device. An energy screen generator, the cloaking device bends electromagnetic radiation (including visible light waves) around a ship to fool sensors and the naked eye. A weakness that would remain endemic to the technology prevented the ship from firing weapons, engaging deflector shields, and using transporters while it remained cloaked. The *bird-of-prey* had to momentarily decloak in order to fire its plasma energy weapon.

A weapon of awesome destructive power, the other notable advance deployed on the *bird-of-prey* was its plasma energy cannon. This forward-mounted weapon took up a significant portion of the ship's interior. Devastatingly effective at short and medium ranges, the weapon generated sufficient destructive power to wipe out a starbase with only a few shots. Unfortunately for the Romulans, the plasma energy weapon loses power the more distance the shots cover, forming the basis of Starfleet's defense against it.

The class' main weakness was its lack of warp capability, relegating it to its primary role as a system defense ship. Previous Romulan starships used magnetic bottles containing super-dense plasma to achieve faster-than-light travel; detonating the plasma created a brief, directed quantum singularity to fling the ship on a one-way trip to predetermined coordinates. Although effective, this system ultimately proved unwieldy, stranding Romulan fleets far from home, and was abandoned for the *bird-of-prey*.

After the destruction of the cloak-equipped prototype, the Romulans initiated a program to revamp the *bird-of-prey*. They replaced the plasma cannon with a focused energy disruptor to make room for a familiar matter/antimatter warp drive, technology obtained from the Klingons during their alliance.

Variant Bird-of-Prey

The starship profile at the start of this section reflects the Romulan incursion craft encountered by the *U.S.S. Enterprise*. In order to create the modified, warp-capable *bird-of-prey*, make the following changes:

- Remove the Cloaking Device
- Reduce Structure to 20
- Add Warp Engine RWC 3/4/5 (OCU) (AA)
- Add Disruptors RPFD-1 (2/2/2/0/0) (A)

Background

In its configuration as a system defense ship the *bird-of-prey* was not encountered by Starfleet, but by Klingon *D7* cruisers advancing into Romulan space. As the mainstay ship of the Romulan fleet in the 23rd century, these vessels countered Klingon advances into the Othan and Tiber system.

By the year 2266, Starfleet had not encountered Romulan ships in over a century, since the Romulan-Earth war of 2154. They established outposts along the Neutral Zone, but with no activity on the behalf of the Romulans, Starfleet's admirals became lulled into a false sense of security. This was to change when the Romulans sprang a series of surprise attacks on Starfleet's listening posts. The Romulans typically probe before they commit themselves to action, and they used the so-called Romulan incursion craft to test Starfleet's defenses and response time.

Dispatched to investigate the loss of communications with Federation outposts, the *U.S.S. Enterprise* commanded by Captain James Kirk was the first Federation starship to meet a *bird-of-prey* in battle. The ship, while signifi-

Bird-of-Prey

Fast Attack Warship; Commissioned: 2245

cantly smaller, nearly destroyed the *Enterprise*. This experience allowed Starfleet to develop counter-measures to the *bird-of-prey*'s cloaking device and plasma energy weapon. (This, in turn, spurred Romulan advances in cloaking technology in what would become a never-ending cycle of cloak/sensor advancements).

The destruction of the prototype vessel alerted the Romulans to significant deficiencies in their fleet. They pursued an aggressive and ambitious program to upgrade their ships. They concluded an alliance with the Klingon Empire in 2268, from which they obtained several *D7* battle cruisers and the blueprints to construct their own, and, more important, warp propulsion technology. The Romulans sacrificed the plasma energy weapon to outfit the *bird-of-prey* with a warp drive, and the next time Starfleet encountered these ships occurred during the Tomed Incident (the last major offensive in which they participated). In the preceding years, however, unexplained accidents and disappearances befell civilian traffic inside Federation space.

The last *bird-of-prey* was removed from service in the early 24th century, with a few retired to museums as a historical chapter in the Romulan Way of *D'era*.

Ships in Service

Name	Registry	Notes
Destrix	I.R.C. 1502	Modified bird-of-prey; mission classified under Tal Shiar directive
Keterix	I.R.C. 1258	Assigned to Neutral Zone patrol
Korvix	I.R.C. 1262	Assigned to Neutral Zone patrol
Meron	I.R.C. 1191	Missing, Vela Expanse; considered lost
Nexem	I.R.C. 1101	Based at Highguard Station orbiting Romulus; awarded Order of the Praetor for defeating Reman insurgents
Peligius	I.R.C. 1205	Defended Othan system during Klingon invasion attempt; destroyed in Battle of Klacht D'Kel Brackt
Sculex	I.R.C. 1424	Modified bird-of-prey; destroyed U.S.S. Cochrane (Oberth-class), suspected test-bed vessel for Federation cloaking device; ship badly damaged and scuttled
Suran	I.R.C. 1403	Modified bird-of-prey; destroyed U.S.S. Charleston (Excelsior-class) during Tomed Incident
T'velen	I.R.C. 1206	Destroyed under mysterious circumstances classified by Tal Shiar; Starfleet Intelligence suspects a "planet killer"
Tellus	I.R.C. 1100	Modified test-bed vessel; invaded Federation space and destroyed several outposts; defeated by U.S.S. Enterprise
Toravek	I.R.C. 1167	Rammed Klingon command ship in Othan sector, destroying same; Hero of the Empire awarded posthumously to crew
Venkar	I.R.C. 1210	Participated in conquest of Glintara Sector; flagship of the Ortaran system defense fleet

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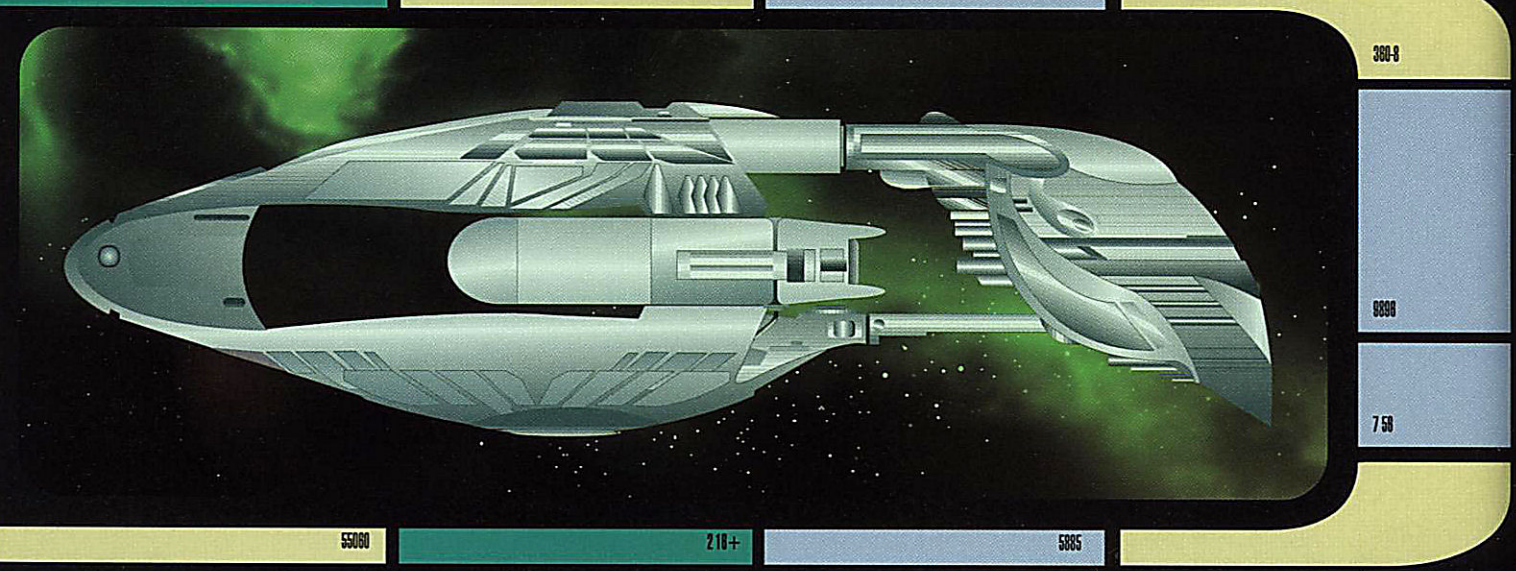

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D'Deridex-class Battleship

Battleship; Commissioned: 2323

PROPULSION DATA

Impulse Systems: Class 4A (.92c/D)
Warp System: Type 5C6 (5/8/9.6) (D)

HULL DATA

Structure: 60
Size/Decks: 10/63
Length/Height/Beam: 1,041/285/772
Complement: 1,500

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 105
Cloaking Device: Class 5 (Rating 24)
Life Support: Class 4R (EE)
Operations System: Class 4R (EE)
Sensor System: Class 4 (+4/E)
Separation System: None
Shuttlebay: 2 AD
Shuttlecraft: 20 Size Worth
Tractor Beams: 1 AD, 1 AV, 1 FD, 1 FV
Transporters: 10 Standard, 10 Emergency

TACTICAL DATA

Disruptor Banks: RPFD-5 (X6/E)
Penetration: 8/7/7/0/0
Plasma Energy Torpedo: RTP-5 Plasma (X2/C)
Penetration: 7/6/5/4/3
Deflector Shield: FSQ
Protection/Threshold: 17/4 (D)

MISCELLANEOUS DATA

Maneuver Modifiers: +4 C, –2 H, +4 T
Traits: Hardened System (Cloaking Device)

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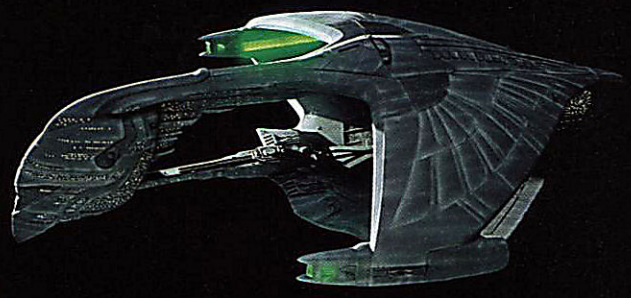

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Mission

The foremost ship in the Romulan fleet of the 24th century, the *D'deridex*-class battleship is a common sight throughout their space, be it along the frontier or among imperial core systems. Designed to support nearly any military mission, offensive or defensive, the ship is the foremost tool in projecting Romulan power. In the spirit of *D'era*, the destiny of the Romulan people to dominate the Milky Way Galaxy, the *D'deridex*-class fulfills a multi-mission role within the imperial fleet, from threat engagement to system patrol, exploration to colonization. It can operate independently for years, requiring little maintenance, and its vast cargo holds possess enough material, equipment, and supplies to sustain a long voyage patrolling the Neural Zone, prowling in the depths of Federation space, or conquering a planet.

Features

The *D'deridex*-class is one of the largest ships in known space, along with the Jem'Hadar warship and the *Negh'var*, and smaller only than the Kazon *Predator*-class and Borg cube. The sheer size and power of the class conveys a not-so-subtle psychological message to daunt opponents. Referred to at times as a B-type warbird, the hull of the *D'deridex*-class adheres to the standard Romulan color scheme of luminescent green. Its design is distinctive, with a large, vaguely bird-like command hull attached to a sweeping aft hull divided clearly into dorsal and ventral sections. A curvilinear construction takes advantage of a more efficient cloaking device profile.

The *D'deridex*-class refined and improved upon the design elements of earlier vessels, greatly enhancing their military capabilities. Six primary focus disruptor arrays provide effective coverage over all 720 degrees around the ship, and two forward-facing torpedo tubes fire the most powerful missile weapons in the Romulan arsenal—plasma torpedoes developed from the original plasma energy cannon (see *Romulan bird-of-prey*). This weapon delivers a plasma energy charge embedded inside a standard torpedo casing, both solving the problem of reduced effectiveness at longer ranges and making it impossible to outrun. A high antiproton residue can linger for several hours after the disruptors have been discharged, which can reveal a cloaked ship, as so the Romulans prefer to use plasma torpedoes with "hit and fade" tactics. Although powerful, the weapons systems lack effectiveness at long range and the ship must move in close in order to be effective. This need for close-range combat is compensated by a shield array comparable to that of the Federation's *Galaxy*-class explorers.

The warbird, like all 24th century Romulan vessels, eschews the standard matter/anti-matter annihilation to power its warp drive systems, instead using an artificially created quantum singularity. An outgrowth of their old magnetic bottle technology, which opened a rift in space terminating at predetermined coordinates, the artificial quantum singularity is extremely efficient, but has the disadvantage that once enabled it cannot be deactivated; a quantum singularity breach cannot be stopped, nor can the engines be jettisoned. The quantum singularity drive can give off tetryon emissions if not maintained to peak efficiency, thus providing a method for detecting a cloaked ship.

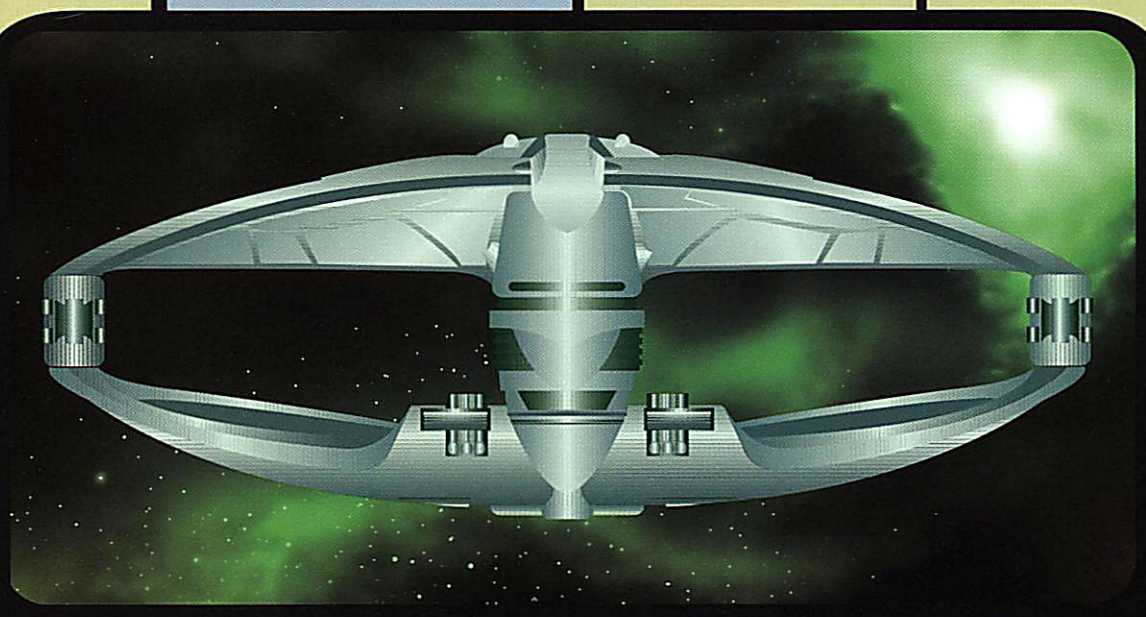
The ship employs an efficient cloaking device, though it is not without its weaknesses. Federation innovations such as the use of a tachyon detection grid or an antiproton beam have successfully compromised the device's effectiveness. Cloaked Romulan ships radiate a slight subspace variance detectable when the vessel travels at warp speeds. The ship's bilateral navigation and sensor arrays reduce the chance of a cloaked *D'deridex* being betrayed by signal echoes, eliminating "sensor ghosts" that could betray the ship's position. (See "Tracking Cloaked Ships" on page 118 for ideas on how Crew might catch a warbird.)

Background

After the Tomed Incident of 2311, the Romulans secluded themselves behind the Neutral Zone for well over 150 years, determined not to repeat the mistakes of the past and fall behind technologically (as they had in the 23rd century). Exhibiting a combination of pragmatism and paranoia, they initiated a new design program that would result in the *D'deridex*-class battleship.

The new class received its first trial by fire in battle against the Taurhai Unity. Resolved to avoid contact with the Federation, the Romulans turned their attention to the opposite side of their space. There, the encountered another powerful spacefaring species called the Taurhai. For the next twenty years, the *D'deridex*-class distinguished itself in battles seizing Taurhai territory, so much so that they were emboldened enough to attack Klingon settlements at Narendra III (2344) and Khitomer (2346).

The Federation first encountered the *D'deridex*-class in 2364, as both Starfleet and Star Navy vessels investigated the disappearance of their bases along the Neutral Zone. Although both sides suspected the other, conflict



D'Deridex-class Battleship

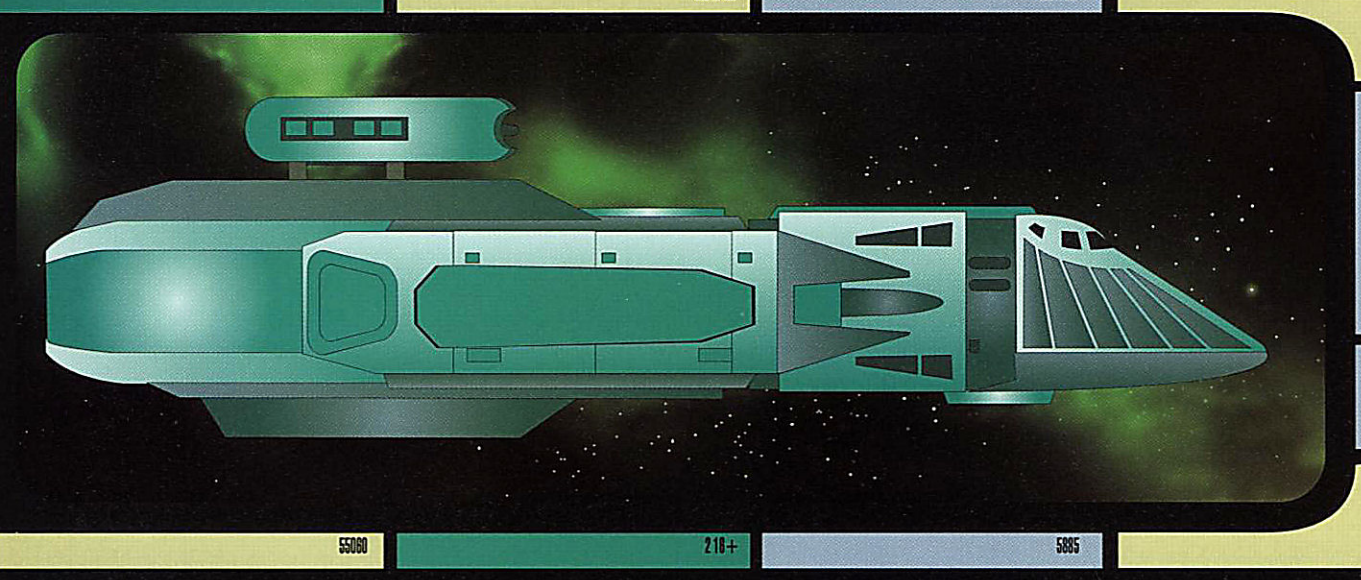
Battleship; Commissioned: 2323

was avoided as the two reached a compromise to discover the responsible parties (eventually determining it was the Borg).

The Romulan warbird served with distinction during the Dominion War. They turned the tide against the Dominion, giving Klingon and Federation fleets a much-needed boost in firepower and effectiveness. They played an essential role in raids on Dominion bases inside Cardassian space—the construction facility at Olmerak, the ketrecel-white processing factory the Pelosa system, and the Jem'Hadar cloning center on Soukara. In the Battle of Chin'toka, they were instrumental in providing Alliance forces with a foothold in Cardassian territory. *D'deridex*-class ships were significant in driving the Dominion from the Benzar system, and in the final assault on Cardassia Prime.

Ships in Service

Name	Registry	Notes
D'Deridex	I.R.C. 1900A	Prototype
D'merak	I.R.C. 1979	Missing; participated in failed Tal Shiar attack on Founder homeworld
Devoras	I.R.C. 1911	Flagship of Admiral Mendak; retrieved Tal Shiar agent masquerading as Vulcan Ambassador T'Pel
Ganelax	I.R.C. 1998	Assigned to Deep Space 5 as part of joint Federation-Romulan Borg defense fleet
Garelon	I.R.C. 1985	Destroyed in failed attack on Founder homeworld
Haakona	I.R.C. 1952	Commanded by Subcommander Taris, investigated Federation ships Enterprise-D and Yamato violation of the Neutral Zone; contracted the Iconian computer virus
Harax	I.R.C. 1969	Commanded by Commander Tebok; investigated disappearance of Romulan outposts along the Neutral Zone; first contact with Federation since Tomed Incident
Khazara	I.R.C. 1958	Captained by Commander Toreth; involved in defection of Vice-Pro-consul M'ret
Kormoran	I.R.C. 2001	Led Romulan contingent of Allied forces in attack on Chin'toka system
T'seren	I.R.C. 1902	Assigned to covert patrol of Gorn space
Temet	I.R.C. 1964	Involved in failed hijacking attempt of the U.S.S. Prometheus; commanded by Sub-commander Alnak
Terix	I.R.C. 1969	Commander Sirol, commanding; discovered illegal Federation experiment in phase cloaking
Trennis	I.R.C. 1959	Commanded by Commander Tomalak; sent to retrieve missing scoutship, Pi; attempted to capture Enterprise-D at Nevlana III
Vellius	I.R.X. 1900	Early prototype, became foundation for T'rasus-class light cruiser
Visidix	I.R.C. 1976	Attacked Narendra III and Khitomer; assigned patrol of Carraya system
Zokoras	I.R.C. 1943	Reported missing, Badlands last known position



Theta-class Shuttle/Surveyor

Courier; Commissioned: 2362

PROPULSION DATA

Impulse Systems: RIB-2 (.8c/BB)
Warp System: Type 5C5 (5/8/9.2) (CC)

HULL DATA

Structure: 10
Size/Decks: 3/2
Length/Height/Beam: 24.36/6.57/15.98
Complement: 15

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 30
Cloaking Device: Class 2 (Rating 18)
Life Support: Class 2 (C)
Operations System: Class 2 (C)
Sensor System: Class 4 (+4/E)
Separation System: None
Shuttlebay: Not Applicable
Shuttlecraft: None
Tractor Beams: 1 FV
Transporters: 1 Standard, 1 Emergency

TACTICAL DATA

Ship Mounted Disruptors: RPFD-3 (X1/A)
Penetration: 3/2/2/0/0
Torpedo Launchers: RPT-1 Plasma (X1/B)
Penetration: 4/3/2/1/0
Deflector Shield: PFF 1
Protection/Threshold: 12/1 (A)

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +2 H, +0 T
Traits: None

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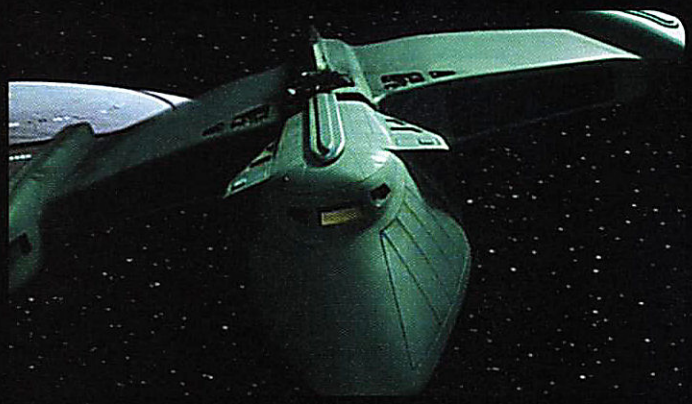

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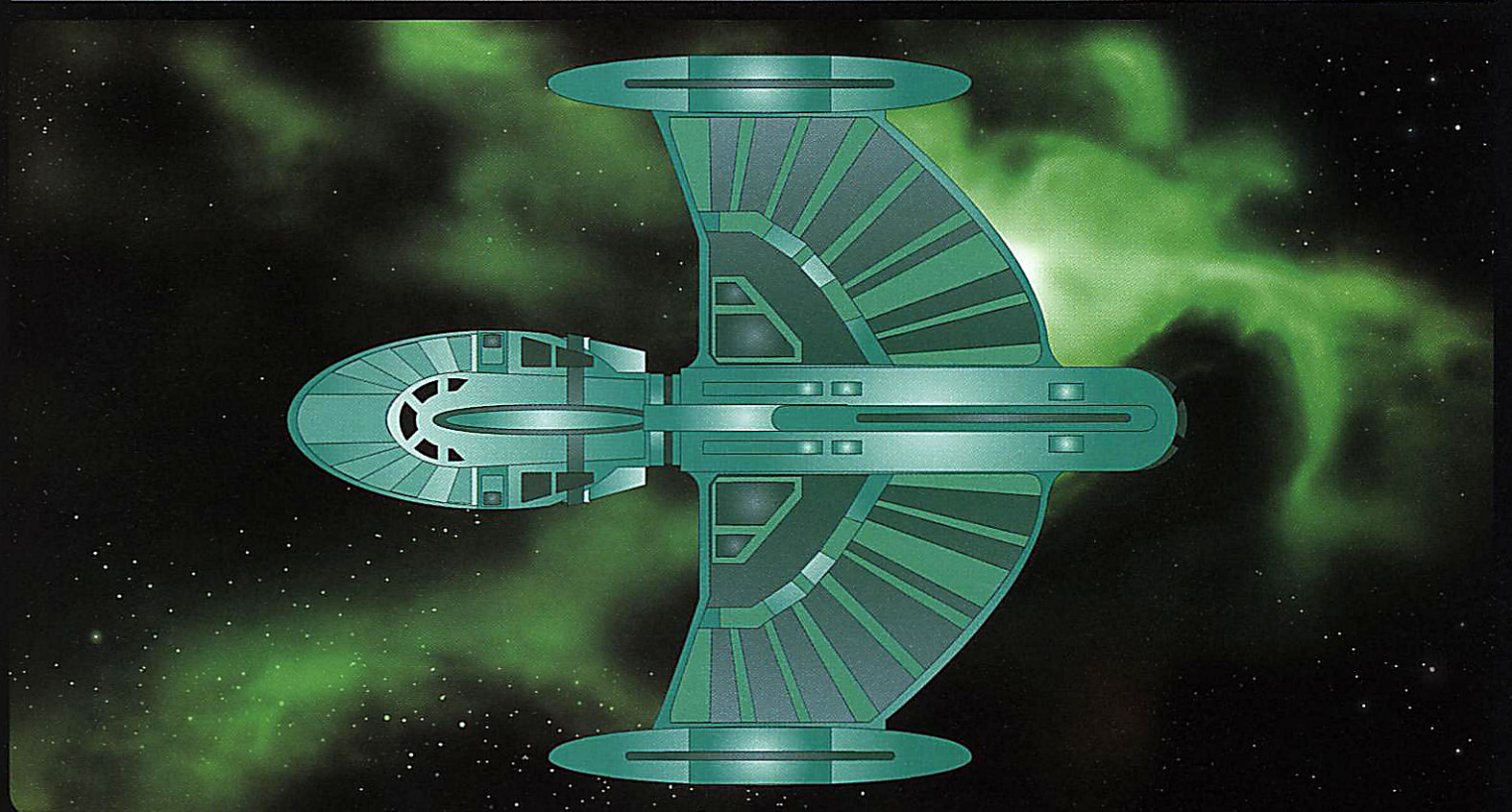

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Mission

The *Theta*-class warp shuttle fulfills a number of long- and short-range transportation needs. Originally, it was intended to transport Romulan officials throughout the empire, and therefore allow larger class ships to pursue their missions. The *Tal Shiar,* however, also maintains a fleet of indeterminate number to infiltrate enemy space and ferry agents to their destinations. The ship performs as a fast courier, delivering sensitive materials or information between fleets and outposts of the Star Navy (particularly when secrecy is of the utmost importance). It provides support for rapid response scientific exploration, orbital and planetary research, and reconnaissance and tactical mission objectives. Similar to the Federation's runabout series of vessels and they are often used as shuttles on *D'deridex*-class warbirds.

Features

Like the Starfleet runabout, this ship is optimized to support short- and long-range missions throughout the Galaxy, despite its small size. Unlike the runabout, however, the Romulan warp shuttle does not make allowances for swappable multi-mission compartments. As such, although the Theta-class pursues similar mission objectives, it lacks the versatility. Crews on extended surveillance or expeditionary missions find the quarters cramped, and the ship doesn't provide for the inclusion of specialized sensor packages. Cargo space is limited to consumables; as a courier, the warp shuttle is only intended to convey passengers and intelligence packets.

As with all Romulan ships, this vessel has a cloaking device. The *Theta*-class warp shuttle benefits from a curvilinear design to maximize the effectiveness of the cloaking device's energy screen. Utilizing an older, smaller design, the device escapes the detection problems associated with the cloaking technology used on the *D'deridex*-class; it does not produce subspace variances, nor does it react to tachyon beams.

An effective long-range warp shuttle, the *Theta*-class does not use an artificial quantum singularity to power its engines and systems. Because of its small size, the class employs a standard matter/anti-matter engine, thus avoiding the problems associated with a micro-black hole. And by using a modified warp drive design stolen from the databanks of Starfleet's Advanced Starship Design Bureau, the engine is both fast and efficient.

The class possesses the capability to defend itself should the need arise, though the weapon systems lack the power to seriously threaten larger vessels. The armament includes ship-mounted direct-energy disruptors and two torpedo launchers, one fore, one aft.

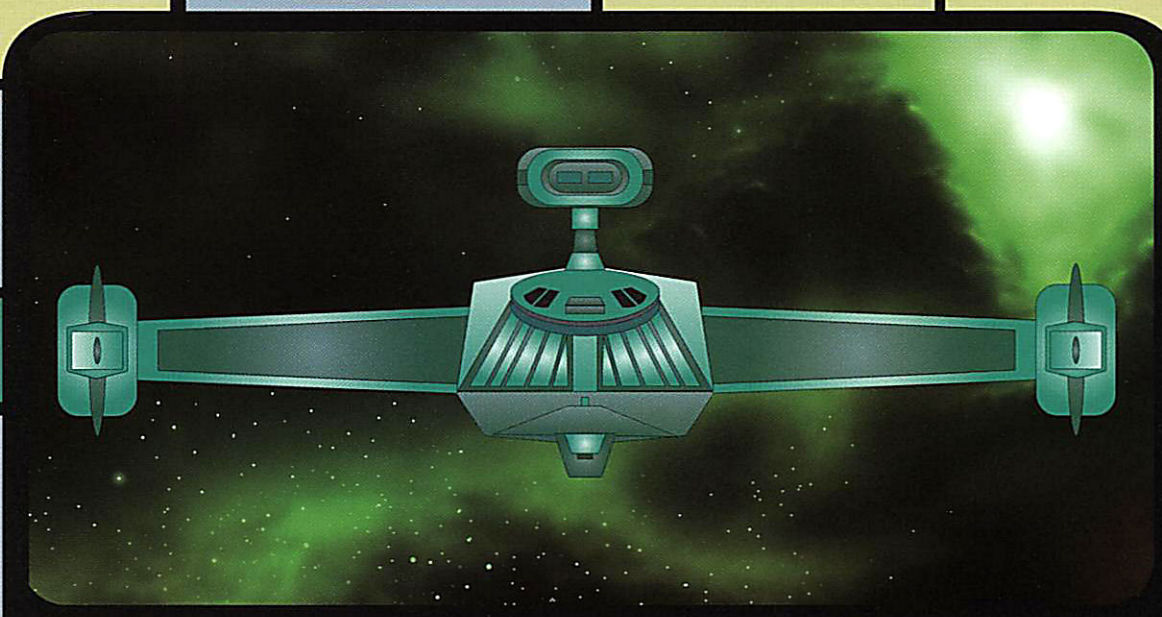
Background

After the creation of the *D'deridex*–class warship, there was a proposal in the Romulan Senate for the design of a smaller vessel designed for diplomatic missions. Romulan engineers lacked the technological know-how to design a warp drive small enough to propel a ship of the proposed size, and turned to the *Tal Shiar*. Agents operating at Starfleet's Advanced Starship Design Bureau located theoretical plans for the compact linear warp drive that would eventually be used in the construction of the runabout. By 2364, after several years of refinement, the *Theta*-class warp shuttle entered active service, a full four years before the runabout.

Having performed well as a courier and scout ship for the Romulan Star Navy, the *Tal Shiar* began to utilize the *Theta*-class to smuggle agents into Federation and Cardassian space. Although the spy organization had access to larger *D'deridex*-class warships, there were times when a lighter touch was needed. The most celebrated of the *Tal Shiar's* missions involved transporting a spy across the Neutral Zone on one of these ships to pose as Vulcan Ambassador T'pel.

The Federation would not become aware of these vessels until 2366, with the loss of the scout ship *Pi* in the Galorndon Core. The *U.S.S. Enterprise*-D responded to an unidentified distress signal, and rescued two survivors, but could not retrieve the ship before the arrival of a Romulan warbird. The warbird's commander took custody of the survivors and the ship, and denied that the incursion into Federation space represented anything more than a navigational error.

The *Theta*-class shuttle played a minor role in Romulus' entrance to the Dominion War. Romulan senator Vreenak's shuttle exploded while on its way from a meeting on Dominion-held Soukara to Romulus. At the time, the empire and Dominion had a non-aggression pact between them, but when the *Tal Shiar* investigated the wreckage they concluded Dominion agents had assassinated him seeking to destroy evidence of an impending sneak attack on Romulan space. Seizing on the information, the Romulans abrogated their treaty and entered the war on the side of their old foes the United Federation of Planets and the Klingon Empire.



Theta-class Shuttle/Surveyor

Courier; Commissioned: 2362

Ships in Service

Name	Registry	Notes
Alidar	I.R.C. 13402	Personal conveyance of the Romulan ambassador to the Federation Council; recently detected in Orion space
Bochral	I.R.C. 13003	Assigned covert monitoring of Antares Fleet Yards
D'era	I.R.C. 13210	Senator Vreenak's personal conveyance; destroyed by Dominion sabotage after the senator uncovered a Dominion plot to attack Romulan space
Desmus	I.R.C. 13445	Support vessel for Tal Shiar operation on Capella IV
Gilidan	I.R.C. 13105	Personal conveyance for Senator Pardek
Grenax	I.R.C. 13407	Assigned covert patrol of Bolarus IX
Jaridix	I.R.C. 13449	Assigned to current ambassador, Nimbus III
Pi	I.R.C. 13301	Assigned to reconnaissance mission on Federation side of the Neutral Zone; crashed on Galorndon Core
Sepiral	I.R.C. 13332	Transported agents to Vulcan
Surin	I.R.C. 13499	Assigned to Romulan outpost Velidan; investigating gaseous anomalies in sector 3-1
T'vrixis	I.R.C. 13013	Assigned to support infiltration mission to Guardian of Forever
Tovanal	I.R.C. 13434	Intelligence courier between agents at Utopia Planitia Shipyards and Tal Shiar headquarters
Vastara	I.R.C. 13389	Assigned to planetary survey, Arteline sector
Virin	I.R.C. 13377	Shuttle registered to Tal Shiar; currently used as personal conveyance of Romulan ambassador assigned to peace talks with the Taurhai Unity, Paxar IV
Vixal	I.R.C. 14223	Assigned covert patrol of Andorian star system

Groumall-class

Cargo Carrier; Commissioned: 2351

PROPULSION DATA

Impulse Systems: C-HEU-6 (.9c/C)
Warp System: Type 2 DC (4/6/7.5) (B8)

HULL DATA

Structure: 25
Size/Decks: 5/12
Length/Height/Beam: 255.65/63.21/55.13
Complement: 30

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 110
Cloaking Device: No
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 4 (+4/E)
Separation System: None
Shuttlebay: Not applicable
Shuttlecraft: Not applicable
Tractor Beams: 2 AD, 1 AV, 1 FD, 1 FV
Transporters: 5 Standard, 5 Emergency

TACTICAL DATA

Spiral Wave Disruptors: C-GDM-3: (X2/B), C-GDM-4: (X1/B)
Penetration: 4/3/3/0/0
Deflector Shield: PFF 2a (B)
Protection/Threshold: 13/2
Maneuver Modifiers: +1 C, +1 H, +0 T

MISCELLANEOUS DATA

Traits: Monotanium Plating, Spiral Wave Upgrade

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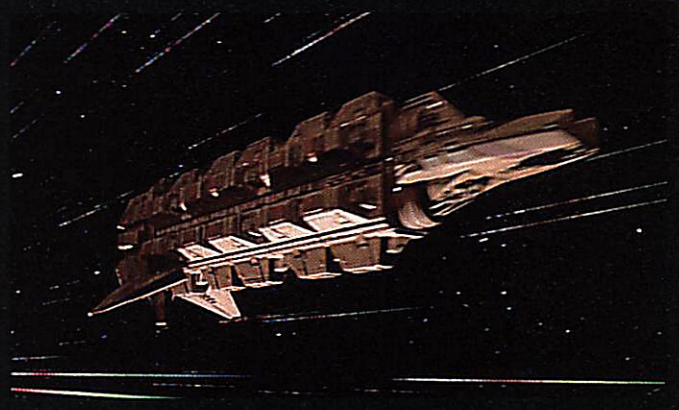

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Mission

The Cardassian Central Command designed these freighters to transport valuable resources from their planet of origin, like Bajor, to Cardassia Prime or other vital installations inside the Union, as well as deliver supplies in support of military operations. In practice, however, these freighters are often pressed into service in other ways—the transport of civilians to Cardassian colonies and some limited interdiction of smugglers. *Groumall*-class freighters were pressed into service conveying ground forces of the Seventh Order to suppress the rebellion on Anthor Prime, as well. The Obsidian Order has been known to use military freighters as decoys in their operations, to ferry classified equipment, or to transport operatives circumspectly throughout the region.

Features

Ironically, although Cardassia depends on imports of uridium ore, dilithium, and duranium carried by these freighters, most of the planet's resources go to the construction of their *Galor*-class cruisers, leaving military freighters lightly defended and easy prey. The design sacrifices shield generators and disruptor banks in favor of cargo space. Although equipped with deflectors, they are designed to protect the ship long enough to flee toward the nearest *Galor*-class battle cruiser, rather than withstand a prolonged fight. Likewise, their disruptor banks are designed to discourage small-time raiders rather than to engage a Klingon battle cruiser. Weighing an estimated 1,340,00 metric tons, over 90 percent of the Cardassian military freighter is made up of modular cargo holds capable of holding up to 4,000 cubic meters of supplies. In addition, equipping the ships with drastically outdated warp drives cuts construction costs.

Tougher Military Freighters

The modular nature of its cargo holds allows for a high degree of customization, something the Central Command and Obsidian Order have taken advantage of. Simply put, it is easy for the Cardassians to modify these freighters into impressive warships. The cargo holds can be customized to conceal additional disruptor banks, shield generators, and plasma generators (though at a cost to cargo space). This tactic is used most often to lure enemies into attacking a supposedly vulnerable freighter, then springing the trap. To create a freighter with these modifications, make the following changes to the ship's profile:

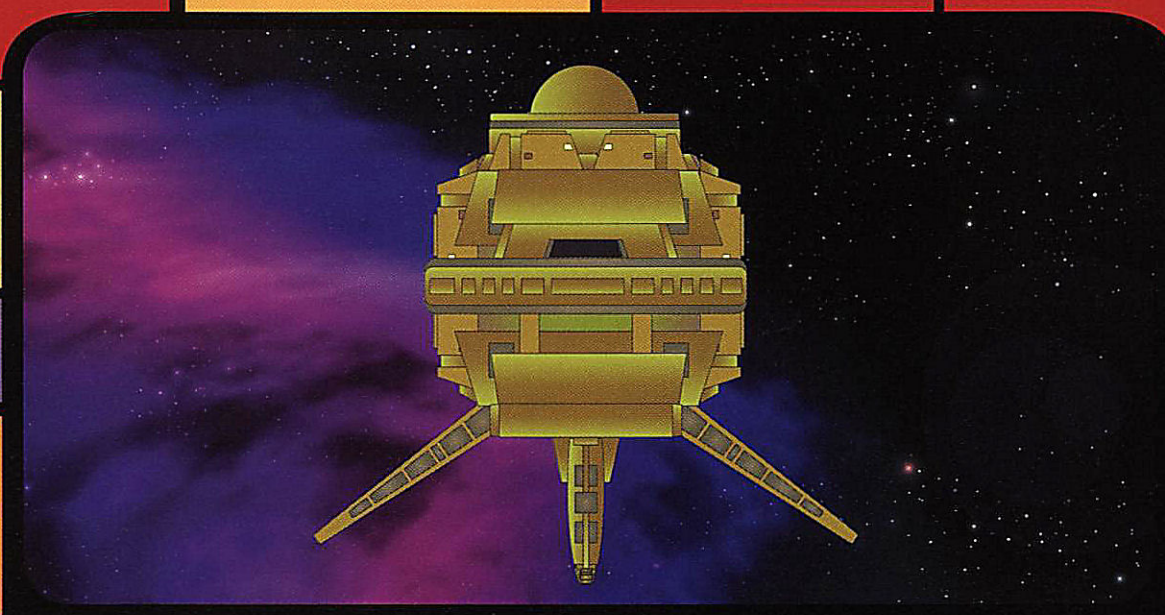
- Reduce the available number of Cargo Units to 50.
- Add two more C-GDM-3 Disruptors to increase the overall reliability of the disruptor system. Increase Penetration to 4/4/4/0/0.

These alterations require a bit of time, and can only be performed at a starbase or construction facility. After the cargo containers holding the additional systems have been put in place, skill tests are required to attach them to the freighter's utilities. Connecting the shields requires an extended TN 10 System Engineering (Shields) skill test with an aggregate number of 30 and ten-minute interval. The same extended test is required to attach the weapons, using the System Engineering (Disruptors) skill; the aggregate TN 30 applies to each individual disruptor added to the vessel. A complete failure not only results in no progress for the round but any progress made the previous round is lost (subtract the test result from the previous round from the current test result total). A disastrous failure results in a loss of all progress and the Narrator rolls 1d6: 1-2 ODN system short (additional skill tests to repair required), 3-6: No effect.

Although the *Galor*-class starships expand the Cardassian Union, military freighters maintain it. Despite their importance, officers view postings to these ships as a sign of displeasure from the Central Command or disciplinary action; many officers are transferred to a freighter posting and forgotten. A captain of one of these vessels can take some small comfort from the privilege allowing him to take a percentage of the cargo's net worth for himself.

Background

The design of the Cardassian military freighter emerged as a result of the Bajor occupation. With the establishment of the mining facility *Terok-Nor*, uridium ore production far exceeded the cargo capacity of the old *Bok'nor*-class freighters. The Cardassian Central Command decided to construct a new and much larger class of freighter. As raids by Bajoran resistance cells equipped with small, maneuverable fighters increased, the need became apparent for freighters equipped with disruptors and deflector shields, and the design was altered to include minimal tactical systems. The *Groumall*-class quickly exceeded expectations, as increased monthly shipping capacity easily met *Terok-Nor*'s mining quota and Bajoran raids dropped significantly.



Groumall-class

Cargo Carrier; Commissioned: 2351

With the Cardassian-Klingon war, and later the Cardassian-Federation conflict, however, it became apparent that the freighters were no match for large, heavily armed opponents. Convoys fell victim to highly effective attacks by cloaked Klingon birds-of-prey, crippling Cardassian production. Starfleet instead followed a practice of boarding and commandeering freighters and their cargoes. The Cardassians responded by protecting their convoys with *Galor*-class cruisers. As those conflicts ended, the Central Command withdrew cruiser support, and the now outdated *Groumall*-class fell prey to well-equipped and highly mobile Maquis raiders. At this point the Central Command authorized a study to improve the *Groumall*-class' tactical systems.

The Obsidian Order recommended converting only a small number of the fleet into specialized gunships to at least make attackers more wary of engaging any freighter, while keeping the bulk of resources devoted to cruiser production. The plan had the added benefit of reducing overall cargo capacity for the fleet to acceptable levels. Modified freighters began service in 2368, and Maquis attacks diminished as their own losses mounted. This solution would be temporary, however, until the beginning of the Dominion War. Then, even convoys escorted under heavy guard fell prey to the overwhelming power of Jem'Hadar ships and tactics (at least until the Cardassian-Dominion alliance).

Ships in Service

Name	Registry	Notes
Ashell	CUF-2722	Assigned supply run between Cardassia Prime and Portrical mining facility
Dromell	CUF-2714	Modified freighter on patrol Cardassian-Orion trade route
Enek	CUF-2725	Missing in Badlands
Entera	CUF-2710	Mission classified under Obsidian Order directive tor-kat-151201
Groumall	CUF-2700	Commanded by Gul Dukat; destroyed in orbit over planet Loval
Indra	CUF-2702	Missing in the Dwar System; presumed lost
Kellor	CUF-2719	Missing in the Dwar System; presumed lost
Maldor	CUF-2731	Assigned supply run between Cardassia Prime and SN-475 mining facility
Tachiman	CUF-2705	Modified freighter currently on patrol along border with Ferengi space
Varan	CUF-2706	Missing in the Dwar System; presumed lost

Galor-class Cruiser

Battle Cruiser; Commissioned: 2355

PROPULSION DATA

Impulse Systems: C-HEU-6 (.9c/D)
Warp System: Type 5 DC (5/9.5/9.7) (DD)

HULL DATA

Structure: 35
Size/Decks: 6/12
Length/Height/Beam: 371.88/59/192.23
Complement: 300

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 60
Cloaking Device: No
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 5 (+5/F)
Separation System: None
Shuttlebay: 1 AV
Shuttlecraft: 6 Size Worth
Tractor Beams: 1 AV
Transporters: 7 Standard, 7 Emergency

TACTICAL DATA

Spiral Wave Disruptors: C-GDM-3: (X4/C), C-GDM-5: (X1/C)
Penetration: 5/5/4/0/0
Deflector Shield: CIDSS-2 (C)
Protection/Threshold: 14/4
Maneuver Modifiers: +3 C, -1 H, +2 T

MISCELLANEOUS DATA

Traits: Monotanium Plating, Spiral Wave Upgrade

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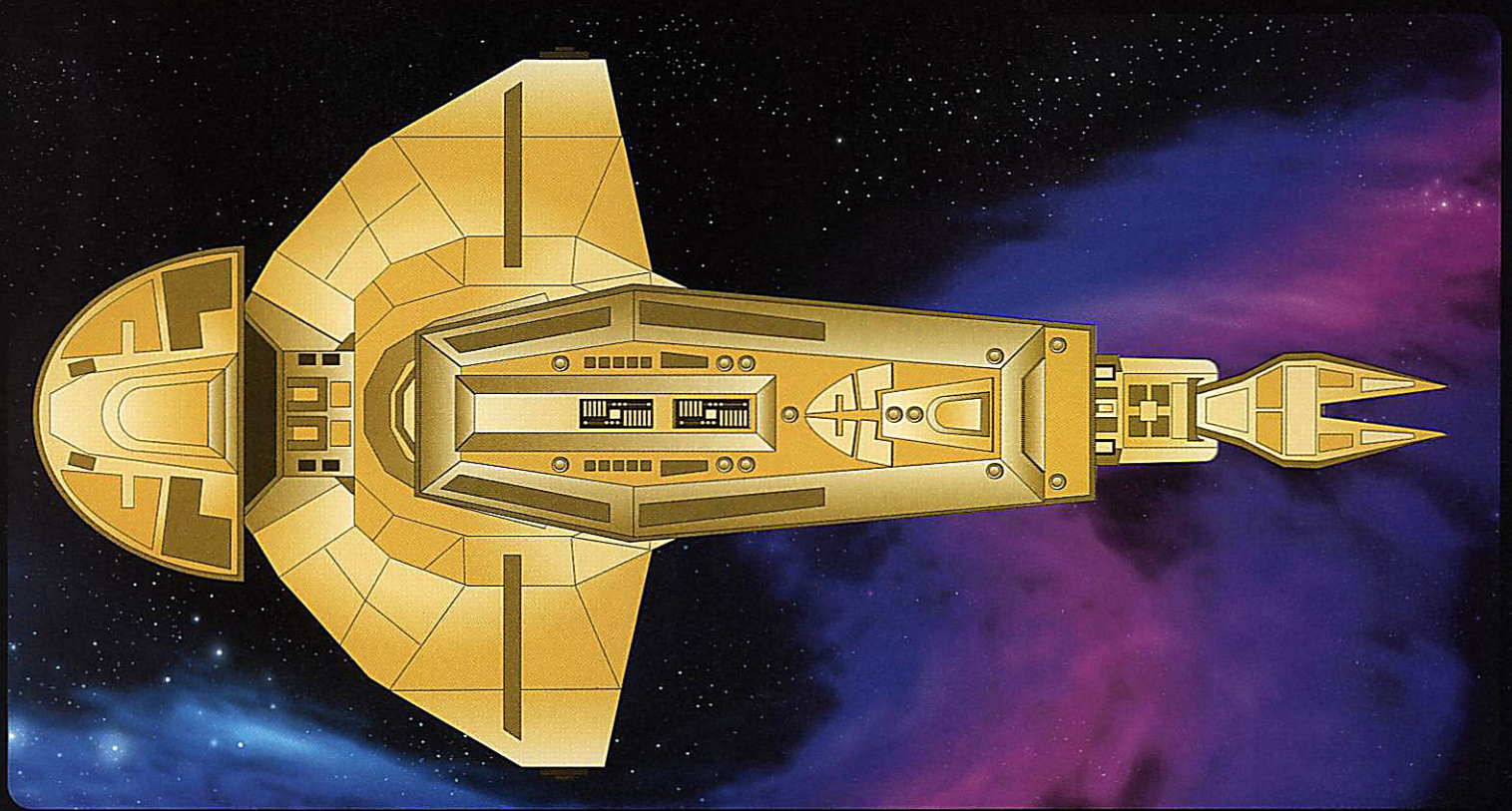

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Mission

The mainstay combat and defense ship of the Cardassian Union is the *Galor*-class battle cruiser. Federation tacticians often refer to them as "Type 3" battle cruisers. Second only in power to the *Keldon*-class battleships in the Cardassian military, the chief function this ship plays is as a tool of Union expansionist policies throughout the Alpha Quadrant. For a ship of its relatively modest size, the Galor-class is a powerful tool for military conquest, especially with Cardassian strategic doctrine dictating they travel in groups of no less than three whenever possible. They have been used in a variety of roles—interdiction and border patrol, convoy escort, orbital weapons platform, blockade enforcement, and troop transport. Its scientific support capabilities are admittedly limited, utilizing only a fraction of its interior space for sophisticated sensors or laboratories, thus emphasizing the importance Cardassians place on military operations over research.

Features

Despite its relatively small size compared to starships of the Federation and the Klingon and Romulan Empires, the *Galor*-class shows remarkable effectiveness and operational versatility, incorporating several unique design features.

Similar to the other starships of Cardassian design, the *Galor*-class can be identified by its unusual warp nacelle configuration. These nacelles are mounted in the forward section of the ship inside its wings. Because the *Galor*-class battle cruiser is bulkier towards the fore rather than the aft, this nacelle emplacement is necessary to allow for efficient distribution of the subspace fields central to warp propulsion. The class' cruising velocity is quite impressive, allowing it to travel at speeds rivaling the Federation's *Galaxy*-class explorers, but the engines become unstable at higher speeds.

Further distinguishing the *Galor*-class is their reliance on spiral wave disruptor cannons spaced evenly around the vessel to provide a full 720-degrees of coverage, while also incorporating a single aft-mounted disruptor wave cannon. Unique to the Cardassians, both weapon systems utilize overlapping waveforms to produce more destructive force than standard phasers or disruptors at the same range. Despite this, their offensive systems experience significant drop off in power at greater ranges as compared to Federation and Romulan weapon systems. Targeting systems, however, are less effective than on board the Federation and Romulan counterparts, experiencing a drop off in accuracy to its sensor target lock.

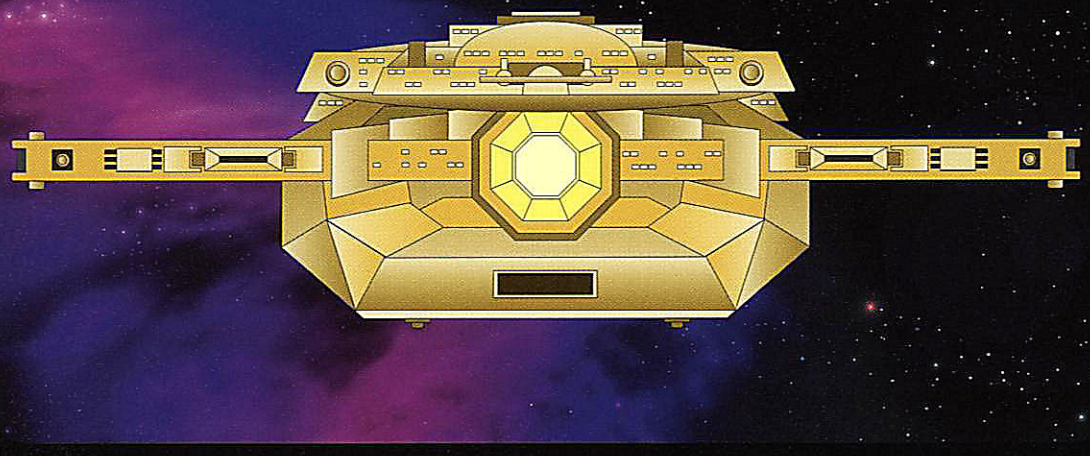
Finally, the boxy shape of the *Galor*-class takes advantage of simple design principles. The spaceframe's structure is designed to withstand the stresses of faster-than-light speeds, including multiply redundant structural reinforcements that make the *Galor*-class more resilient. The design requires less energy for the structural integrity field, freeing it up for tactical systems. Hull materials include polymers that inhibit the penetration of sensor carrier waves, making it more difficult to scan the interior of *Galor*-class ships.

Background

Starfleet's first encounter with *Galor*-class battle cruisers occurred over the course of several brush-fire conflicts with the Cardassians beginning in the late 2350s through the early 2360s. At that point in time, the capabilities of the Cardassian and Federation fleets appeared to be equivalent. Standard Cardassian strategy involved gaining an initial battlefield advantage and exploiting their position to achieve success by overwhelming an adversary. A common tactic was to infiltrate disputed territory and lay an ambush by secreting starships throughout the system, commonly inside areas with sensor interference (planetary close orbit, asteroid fields), then attacking in force. Additionally, Starfleet's lack of intelligence about Cardassian military capabilities benefited the Cardassians, while they knew proportionally more about the level of Starfleet's technology (thanks to Obsidian Order operations). As a further hindrance, Cardassian captains scuttled their own ships when damaged beyond the ability to retreat, preventing their capture and study.

When the two sides reached an uneasy truce in 2366, the Cardassians kept contact with the Federation to a minimum, to permit time for the Cardassian Union to rebuild and enhance its fleet in anticipation of a future conflict with the Federation. All attempts by Starfleet Intelligence to gauge the extent of Cardassian military power were successfully thwarted by the Obsidian Order. The few agents who escaped Cardassian space turned out to be sleeper agents in the service of their former captors.

Despite their secrecy and spy-craft, the Cardassian Union fell behind the technology curve when compared to the Federation, and the *Galor*-class routinely provided the case in point. When Benjamin Maxwell, captain of



Galor-class Cruiser

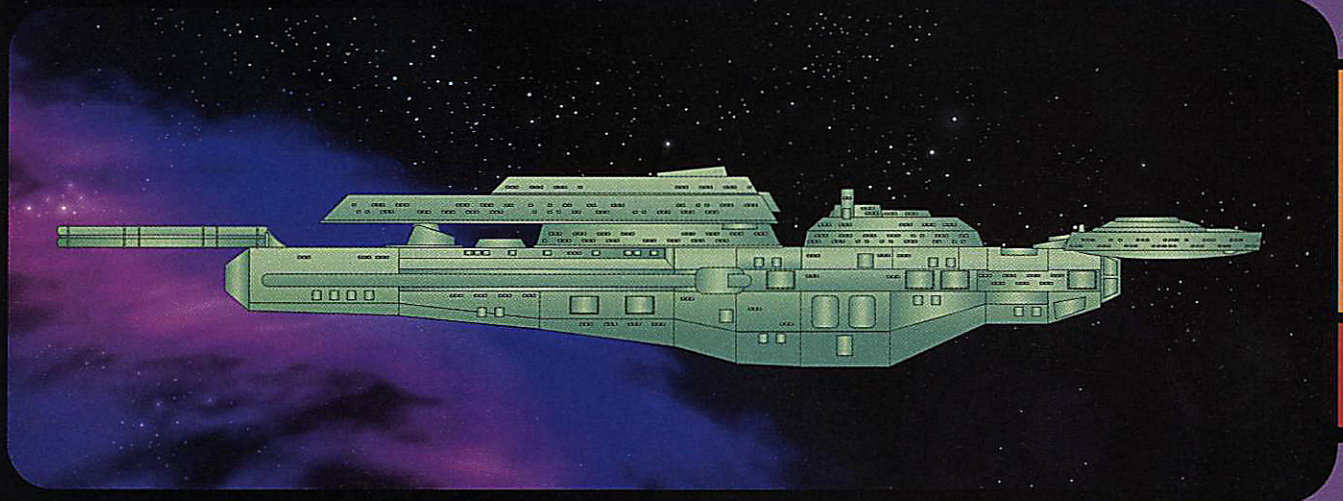
Battle Cruiser; Commissioned: 2355

the *U.S.S Phoenix*, violated the chain of command, disobeyed Starfleet's General Orders, and attacked Cardassian science stations, a single *Galor*-class ship proved to be ineffective against the *Nebula*-class explorer. The point was driven home again when Maquis operatives hijacked the *U.S.S. Defiant* and led the Cardassian fleet on a chase through their own star systems. This pointed up a particular weakness in Cardassian strategic planning. Designed to be effective in multiple numbers, individual *Galor*-class vessels are vulnerable. Knowing the strength of the *Galor*-class lies in numbers, Maquis raiders would often try to lure lone cruisers from the main battle group. Once isolated, the *Galor*-class cruiser made easy pickings for a swarm of raiders.

The Dominion War provided the Cardassians with an opportunity to ally with a power greater than the Federation and Klingons combined. During major fleet actions, however, the *Galor*-class vessels tended to hang back allowing the Jem'Hadar to absorb the brunt of the assault as the Cardassians picked off the remains. To the class' credit, however, these ships were the key to breaking the stalemate on Cardassia and turning the tide against the Dominion fleet.

Ships in Service

Name	Registry	Notes
Galor	CUW-8100	Prototype; named for mythical Cardassian warrior
Aldara	CUW-8181	Commanded by Gul Danar; responsible for destroying several Starfleet vessels during the Cardassian-Federation conflict
Kraxon	CUW-8381	Commanded by Gul Ranor; responsible for the recapture of U.S.S. Defiant from Maquis operatives
Prakesh	CUW-8481	Commanded by Gul Dukat; destroyed in a Klingon attack while ferrying the Detapa Council to safety
Rajan	CUW-8512	Commanded by Gul Endar; mission classified under Central Command directive
Reklar	CUW-8154	Commanded by Gul Lemec; assigned patrol in Jelakesh sector
Trager	CUW-8381	Commanded by Gul Macet; assigned Bajor sector
Vetar	CUW-8254	Commanded by Gul Evek; attacked Dorvan colony and later destroyed by the Caretaker



Keldon-class Battle Cruiser

Battle Cruiser; Commissioned: 2371

PROPULSION DATA

Impulse Systems: C-HEU-6 (.9c/D)
Warp System: Type 5 DC (5/9.5/9.7) (DD)

HULL DATA

Structure: 35
Size/Decks: 6/14
Length/Height/Beam: 371.88/70.3/192.23
Complement: 500

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 60
Cloaking Device: No
Life Support: Class 1 (B)
Operations System: Class 3 (B)
Sensor System: Class 4 (+4/E)
Separation System: None
Shuttlebay: None
Shuttlecraft: None
Tractor Beams: 1 AV
Transporters: 12 Standard, 12 Emergency

TACTICAL DATA

Spiral Wave Disruptors: C-GDM-3: (X4/C), C-GDM-5: (X1/C)
Penetration: 5/5/4/0/0
Deflector Shield: CIDSS-2 (C)
Protection/Threshold: 14/4
Maneuver Modifiers: +3 C, -1 H, +2 T

MISCELLANEOUS DATA

Traits: Monotanium Plating, Spiral Wave Upgrade

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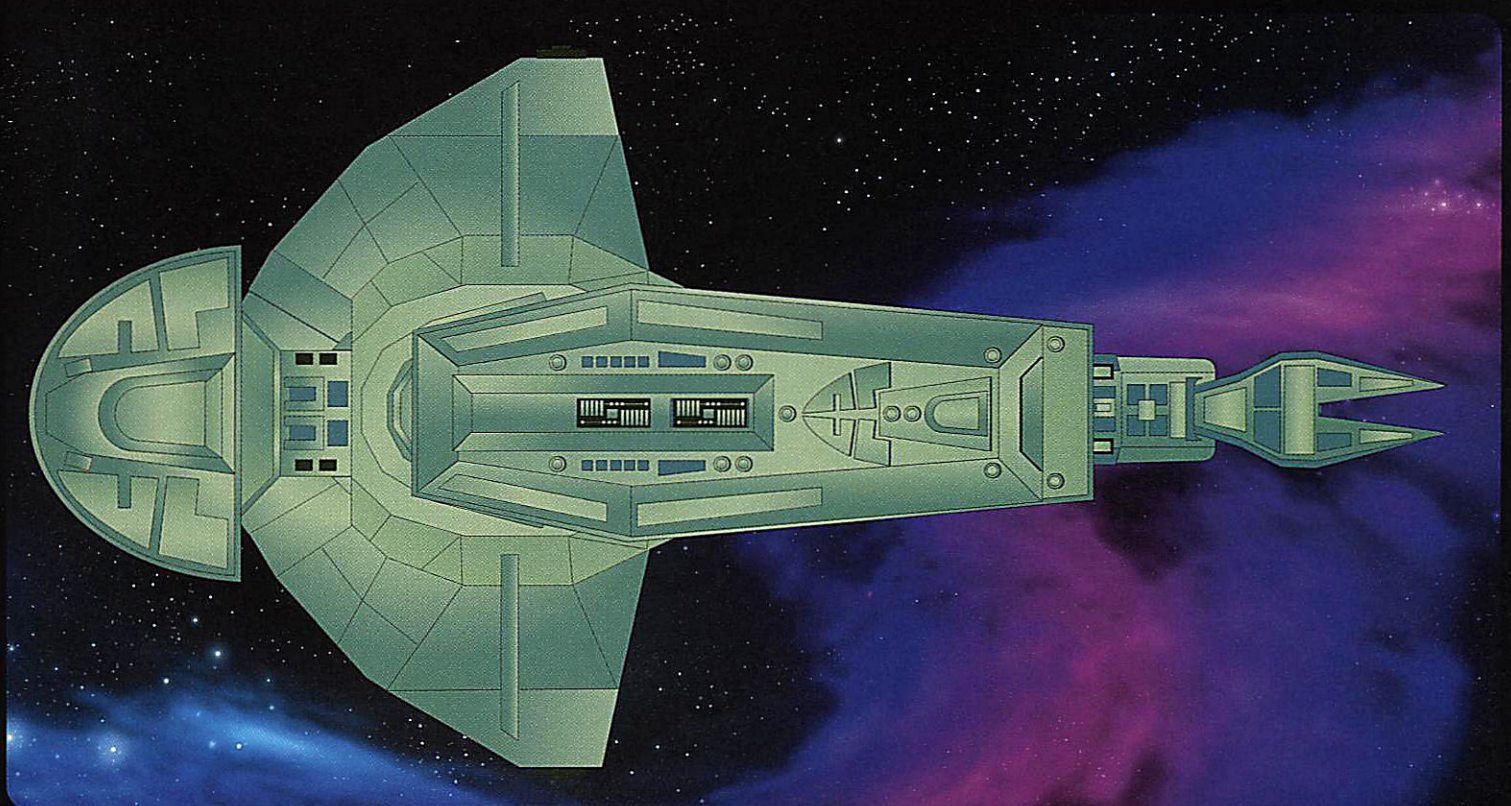

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Mission

Like the *Galor*-class, these Cardassian cruisers demonstrate both effectiveness and operational versatility. They engage primarily in military missions ranging from interdiction of unauthorized space traffic and blockade enforcement to planetary bombardment and occupation. Although more powerful and reliable, the Cardassian fleet includes fewer of these ships because of the cost in resources to build and maintain them. As a result, *Keldon*-class cruisers are less frequently encountered; when they are dispatched, it is for a very good reason.

The *Keldon*-class became the ship of choice for a joint operation between the Obsidian Order and *Tal Shiar* to locate the Founder homeworld and bombard it from space. For this mission, several *Keldon*-class starships were outfitted with Romulan cloaking devices.

Features

Outwardly, the *Keldon*-class appears similar to the *Galor*-class, which makes it difficult to distinguish between the two. Like the *Galor*-class cruiser the *Keldon*-class shares its sister ship's odd warp nacelle configuration—mounted in the wings at the forward section of the ship. Spaceframe and hull construction are designed to withstand greater stresses, requiring less energy to the structural integrity field. The energy-dampening properties of the *Galor*'s hull have been repeated here, as well, making it difficult to scan the interior, and the *Keldon*-class employs the same spiral wave disruptors and aft-mounted disruptor wave cannon. The *Keldon*-class differs externally by incorporating a slightly different aft wing configuration and includes a large crew module attached to the dorsal side of the hull to accommodate troops and additional supplies.

Internally, the *Keldon*-class improves upon the design of the *Galor*-class, and corrects several deficiencies, making it more desirable for vitally important missions. While the placement of the nacelles is necessary for the efficient distribution of warp fields around the spaceframe, these become less efficient at high warp speeds. The *Keldon*-class corrects this problem, making it faster than its sister class. The *Keldon*-class also corrects for glitches in the tactical systems that cause a loss of sensor target lock, making the class both deadly and accurate.

Because of these improvements to an already solid design, the Obsidian Order chose the *Keldon*-class for a secret mission to attack the Founders' homeworld. The ship incorporates several design modifications required for the assignment. Missile weapon launchers were added to improve the class' planetary bombardment capability, and in order to approach the planet undetected, the Romulan *Tal Shiar* provided approximately twenty cloaking devices to be installed in *Keldon*-class ships. Nevertheless, these cloaks were obsolete, earlier models compared to those available to the Romulans, to protect their own superiority in this area.

Obsidian Order Keldon-class

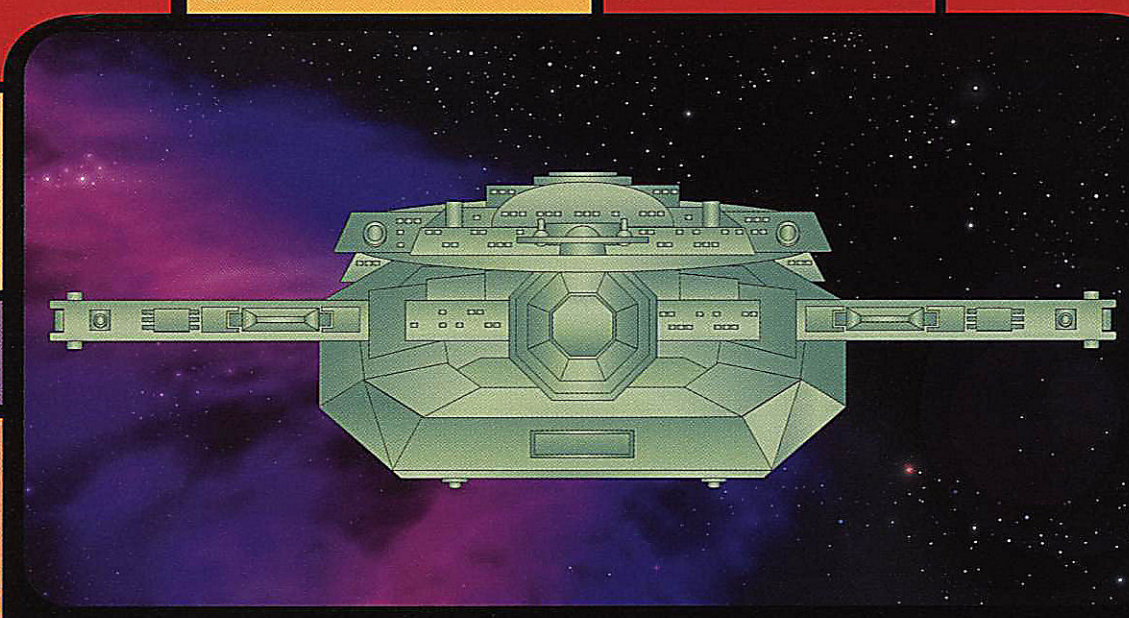
- Reduce the number of personnel and emergency transporters to seven.
- Reduce its structure to 29.
- Add a Class 2 Cloaking device to the ship.
- Remove the disruptors and the Spiral Wave Upgrade
- Add 6 DF 50 Photon Torpedo Launchers (X6/C), which will give it a penetration code of 7/7/7/7/7.

Background

The *Keldon*-class was initially constructed to address the deficiencies in the Cardassian fleet's mainstay, the *Galor*-class cruiser. Central Command believed it necessary to maintain military parity with the likes of Starfleet and the Klingon Empire. Unfortunately, because of severe resource shortages, the number of *Keldon*-class ships built remains low. These ships are therefore assigned to high-priority missions, sometimes with *Galor*-class escorts. In an interesting strategy, during fleet actions the Seventh Order of the Cardassian military mixed *Keldon*-class ships among their fleets of *Galor*-class cruisers (at a ratio of 1:5) to provide a bit of a surprise to threat vessels.

When the Obsidian Order and the Romulan *Tal Shiar* jointly plotted a first strike against the Founders' homeworld, the Cardassians chose the *Keldon*-class as their contribution to the fleet. Without the knowledge of either the civilian Detapa Council or the military Central Command, the Cardassian espionage agency amassed a fleet in the Orias system. The *Tal Shiar* was reluctant to share cloaking device technology with the Obsidian Order, believing that after the operation it could be used against the Empire. On the other had, the *Keldon*-class needed to be cloaked for the operation to succeed. The middle ground was to provide the Cardassians with a cloaking device that was obsolete by Romulan standards.

The construction of battle cruisers at Orias III would have gone unnoticed had not Maquis agents learned of the activity and believed it a prelude to an attack on Federation



Keldon-class Battle Cruiser

Battle Cruiser; Commissioned: 2371

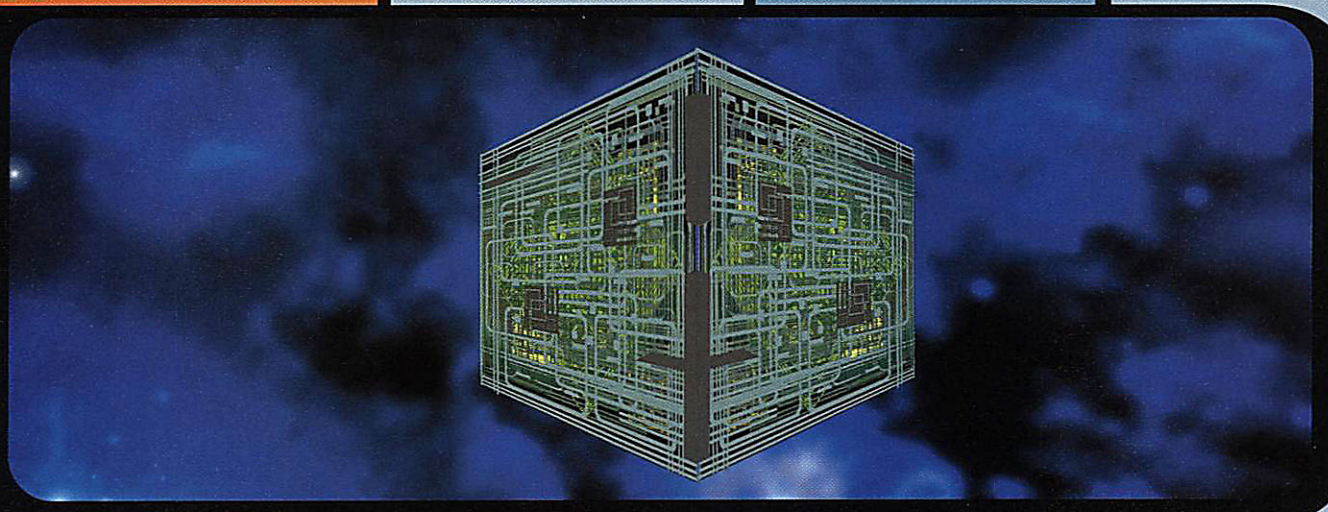
colonies. They sent an operative to steal the *U.S.S. Defiant* and head into Cardassian space with it. After a long game of cat and mouse with the High command through the Almatha Sector, the *Defiant* arrived in the Orias system and was intercepted by a squadron of *Keldon*-class vessels. The surprise of the rogue crew of the *U.S.S. Defiant* was nothing to that of Gul Dukat of the Central Command. These vessels were not registered with the Cardassian military, the only agency permitted maintain a military fleet under Cardassian law.

Despite this discovery, production apparently continued and a year later a combined fleet of 20 *Tal Shiar* and Obsidian Order ships traveled to the Founders' homeworld in the Omarion Nebula. This potential great victory, however, was doomed to defeat; the whole planned attack was nothing but a trap. A Changeling infiltrator insured the attack did not succeed, and a fleet of 150 Jem'Hadar ships hiding in the Omarion Nebula swooped in and destroyed the fleet.

It is not known how many of these *Keldon*-class ships survived the debacle, if any. A few of these cruisers may have escaped the battle as soon as the Dominion sprang its trap, and it remains unknown if the Obsidian Order held some of their assets in reserve. Although presumed destroyed in the battle at the Omarion Nebula, disturbing reports have surfaced indicating the possible use of modified *Keldon*-class ships inside Federation space and along the coreward border of Cardassian space.

Ships in Service

Name	Registry	Notes
Barano	CUW-8132	Participated in final battle of Dominion War
Hanund	CUW-8130	Assigned patrol of Kelrabi System; damaged by solar flares
Keldon	CUW-8000	Prototype; assigned patrol of Bajor Sector; destroyed in final battle of Dominion War
Morag	OOW-80013	Current mission classified under Obsidian Order directive Duko-Tal-242302
Nammar	OOW-80009	Modified Keldon-class ship; assigned to attack on Omarion Nebula; missing and presumed lost
Okara	OOW-80004	Modified Keldon-class ship; flagship of the Obsidian Order; later destroyed in the battle of Omarion Nebula.
Rildon	OOX-90100	Current mission classified under Obsidian Order directive Tal-Ban-351201
Sinalon	OOW-80005	Modified Keldon-class ship; missing and presumed lost
Sudanit	OOW-80012	Modified Keldon-class ship; presumed destroyed in attack on Omarion Nebula
Zalkan	CUW-8151	Assigned to long-range exploration mission, coreward edge of Cardassian territory



Borg Cube

Dreadnought; Commissioned: 2356

PROPULSION DATA

Impulse Systems: Borg Impulse Coil (.9c/EE)
Warp System: Borg Warp Coil (9.4/9.6/9.99/EE), Borg Transwarp Coil (9.9999/F)

HULL DATA

Structure: 160
Size/Decks: 16/1,700
Length/Height/Beam: 3,400/3,400/3,400
Complement: 640,000

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 365
Cloaking Device: No
Life Support: Class 4R (FF)
Operations System: Class 4R (FF)
Sensor System: Class 5a (+5/EE)
Separation System: None
Shuttlebay: None
Shuttlecraft: None
Tractor Beams: 4 AD, 4 AV, 4 FD, 4 FV
Transporters: 24 Standard, 24 Emergency

TACTICAL DATA

Cutting Beam: (X1)
Energy Drain: (X1)
Penetration: See description
Feedback Pulse: (X1)
Penetration: See description
Particle Beam: (X4/D)
Penetration: 6/6/6/0/0
Photonic Missiles: (X4/D)
Penetration: 9/9/9/9/9
Deflector Shield: FFS-3 (F)
Protection/Threshold: 18/6

MISCELLANEOUS DATA

Maneuver Modifiers: +4 C, +1 H, +4 T
Traits: Blind Luck (Transporters), Battle Scarred (Transporters)

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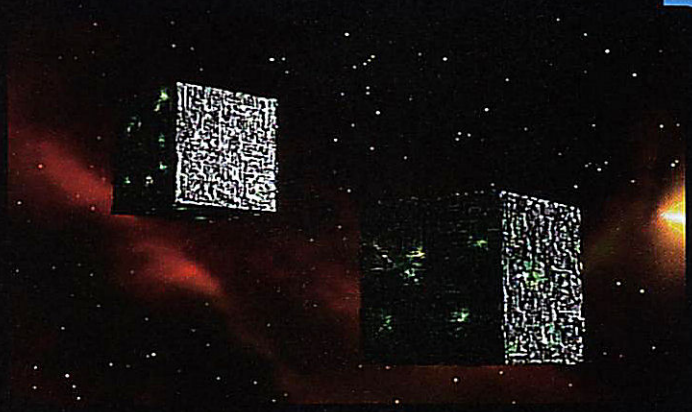

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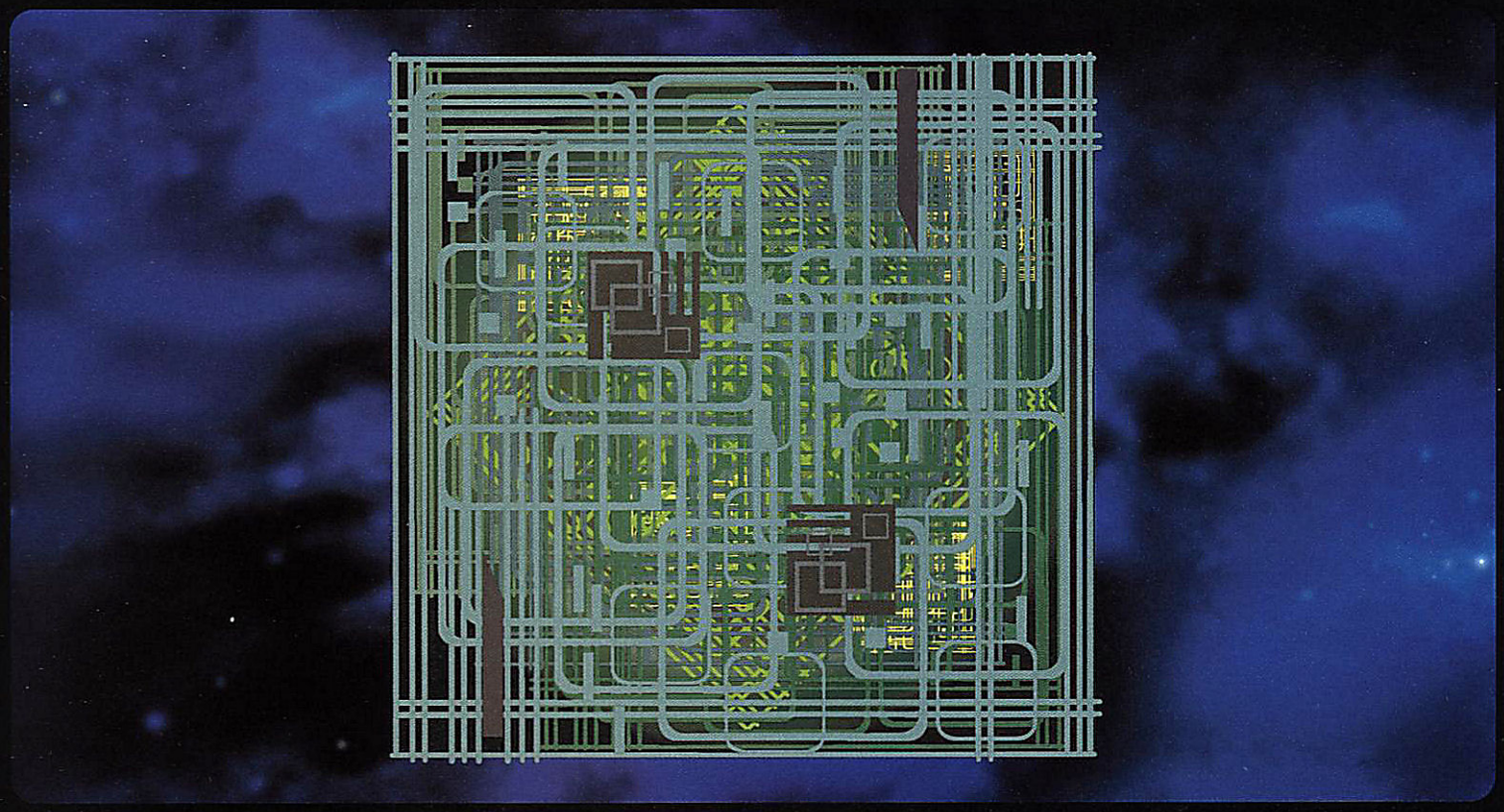

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Mission

The Borg Cube is a combination of a weapons platform and factory ship. Its two-fold purpose is to destroy all encountered opposition and to assimilate new species into the Collective. Cubes attack with relentless and disturbingly harmonious determination, and they are a symbol of the horrible simplicity of the Borg's objectives.

Features

The Borg cube features a decentralized design with no specific bridge, engineering section, or crew quarters. Every one of the 640,000 drones on board is but a single part of the cube's collective consciousness. Without the drones, the cube itself is nothing but a large complicated piece of machinery that can be destroyed like any other machine. Every section of the cube is designed to adapt to whatever need is at hand, be it assimilation of new species, destroy any resistance, analyze their opponent's strategy, or adapt to whatever the situation merits.

For all its vast technology, the cube's key feature is its adaptability. If an opponent prevents an attack, their defenses are analyzed and the attack is altered to counter. Similarly, the cube's systems can be adjusted to adapt to an opponent's attacks, by varying its deflector shield frequency or nutation. Major damage can be repaired quickly, including damage resulting from direct phaser hits . Its adaptability lies in the fact that every drone is a part of the Collective conscious: everything a drone learns, the Collective learns while everything the Collective knows, the drone knows. Every drone can carry out any function assigned to it.

This feature is also the cube's "Achilles' heel". To control a single drone is to control the collective. This, however, is easier said than done. Once a drone is disabled in some way, another drone typically destroys it. In the event that player characters manage to capture one, it is possible to control the entire cube via the drone. Through the drone's command module, characters can attempt a TN 25 Computer Use (Invasion) skill test to access the hive. Following a successful test, make another Computer Use test to issue each command. The TN varies based on the command's complexity, ranging from activating the sleep cycle (TN 10) to "return to Unimatrix Zero and attack the Queen" (TN 25). Depending on the complexity of the orders the Crew wants to issue, and the level of narrative detail desired, Narrators should treat more involved orders as an extended test (see page 85, *Star Trek RPG Narrator's Guide*, with each dice roll representing penetrating deeper into the Collective's command subroutines and searching for the correct program.

Due to the cybernetic nature of its inhabitants, Cubes are prone to excessive damage from electro-kinetic storms which effectively "short circuit" both the Cube and drones. This kills the drones and leaves the ship incapacitated. Borg Cubes are also particularly prone to damage from the organic weapons of Species 8472 and solar flares whose ambient heat is too intense to adapt to.

Class 4 Tactical Vessels

Rarely are Borg cubes designed for a specific mission. Some located at Unimatrix Zero, however, are designed specifically for defense. The Borg designate those cubes as "Class 4 Tactical Vessels." Make the following adjustments to the cube profile:

- Remove the Cutting Beam, Energy Drain, and Feedback Pulse.
- Increase the Particle Beam to (X11/F) and its Penetration to 9/9/8/0/0.
- Increase the Borg Cube's Structure to 115.

Borg Cubes with Time Sphere

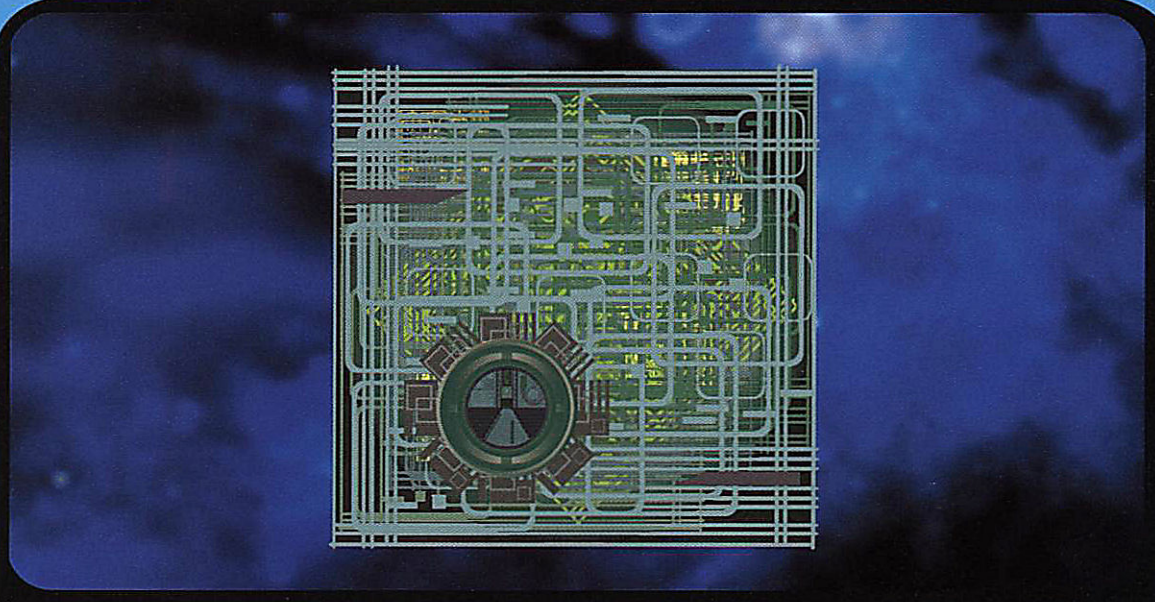
The Borg cube that attacked Earth in 2372 carried a time sphere. To play out a repeat of those events, make the following adjustments to the cube profile:

- Add a Shuttlebay capable of carrying up to 8 size worth of shuttles.
- Reduce the structure to 110.

Background

Even the hardiest of galactic travelers quake at the slightest indication of a Borg cube. Like the Terran shark, the cube's design has changed little over the millennia simply because it's the most efficient shape for space and equipment. The level of technology within, however, grows year by year as the Borg assimilate species one-by-one. The most recent of these adaptations was the trans-warp conduit permitting the cube to surpass the warp 10 speed limit exponentially.

Early encounters with Borg Cubes demonstrated their awesome power, and the near-futility of opposing one:



Borg Cube

Dreadnought; Commissioned: 2356

• On Stardate 32629.4, two renegade Federation scientists named Magnus and Erin Hansen, with their daughter Annika in tow, followed a cube through its transwarp conduit into the Delta Quadrant. After several weeks maintaining a safe distance and infiltrating the cube's crew, the drones on board detected the Hansen's presence and assimilated the entire family; all the valuable data they had collected was lost.

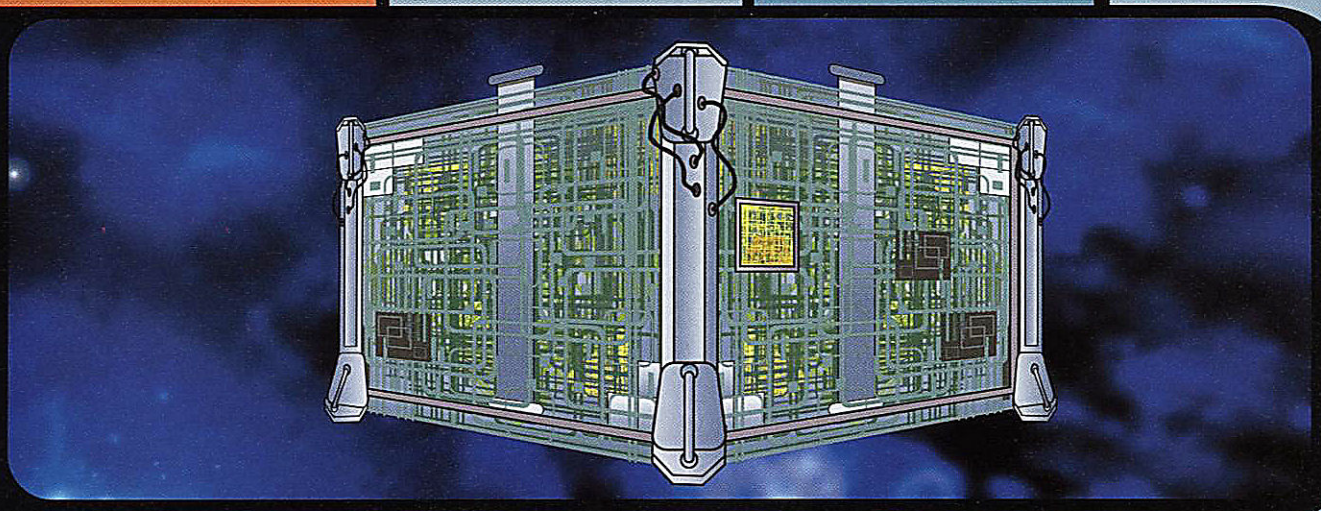
• An encounter between the *U.S.S. Enterprise*-D and a Borg cube, courtesy of the maliciously puckish Q entity, nearly ended with the starship's destruction. Q had sent the Enterprise into the Delta Quadrant as a lesson in humility, and it took his intervention on their behalf to save them. The same cube followed the *Enterprise* back to the Alpha Quadrant and on Stardate 43993.5, made an incursion into Federation space and destroying an entire Starfleet armada amassed at Wolf 359. The Federation was incapable of defeating the cube with force. It was stopped only when the Enterprise crew discovered they could command the cube through their assimilated (and recently rescued) captain. They transmitted the command to activate the drones' sleep subroutine, resulting in a power overload and subsequent self-destruction.

• A Borg cube made a second attempt to attack Earth, penetrating far into Federation space. Although Starfleet was in a better position to counter the cube, it was Captain Picard (commanding the *U.S.S. Enterprise*-E) who again turned the tide to the side of the Federation. Using the knowledge he gained as the drone "Locutus," he knew of a singular weak spot. On his command, the remnants of the second armada opened fire and destroyed the cube.

The Borg cube is a formidable adversary to even a whole fleet of ships. The only race capable of effectively standing up against Borg cubes "ship-to-ship" is the enigmatic aliens known only by their Borg designation as Species 8472. Originating from a parallel dimension known only as fluidic space their organic spacecraft, referred to as Bioships, appeared to be impervious to both Borg and Starfleet technology. The *Voyager* crew witnessed the near decimation of a Borg armada by this mysterious alien life form.

Ships in Service

Name	Registry	Notes
Designation 1184	Designation 1184	Assigned to Unimatrix Zero.
Designation 461	Designation 461	Assigned to Unimatrix Zero.
Designation 630	Designation 630	Ordered to self-destruct in Spatial Grid 94 by Borg Queen.



Borg Scout

Heavy Escort; No commissioning date

PROPULSION DATA

Impulse Systems: Borg Impulse Coil (.9c/EE)
Warp System: None

HULL DATA

Structure: 30
Size/Decks: 6/40
Length/Height/Beam: 200/200/200
Complement: 200

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 60
Cloaking Device: No
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 5a (+5/EE)
Separation System: None
Shuttlebay: Not applicable
Shuttlecraft: Not applicable
Tractor Beams: 1 AD, 1 AV, 1 FD, 1 FV
Transporters: 7 Standard, 7 Emergency

TACTICAL DATA

Particle Beam: (X2/B)
Penetration: 4/4/4/0/0
Microphotonic Missiles: (X6/C)
Penetration: 7/7/7/7/7
Deflector Shield: FFS (E)
Protection/Threshold: 17/2

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, +2 H, +1 T
Traits: Blind Luck (Transporters), Battle Scarred (Transporters)

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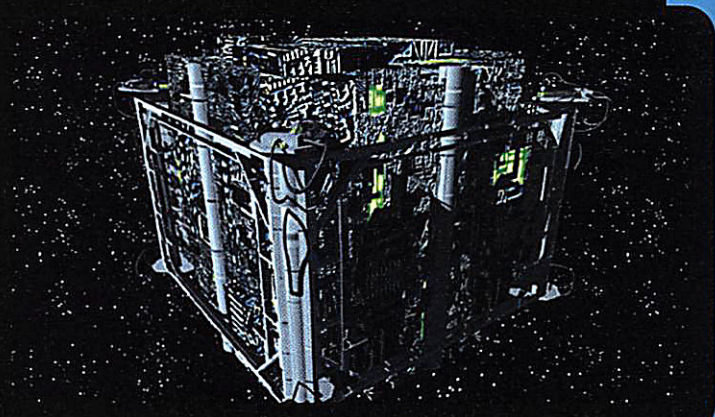

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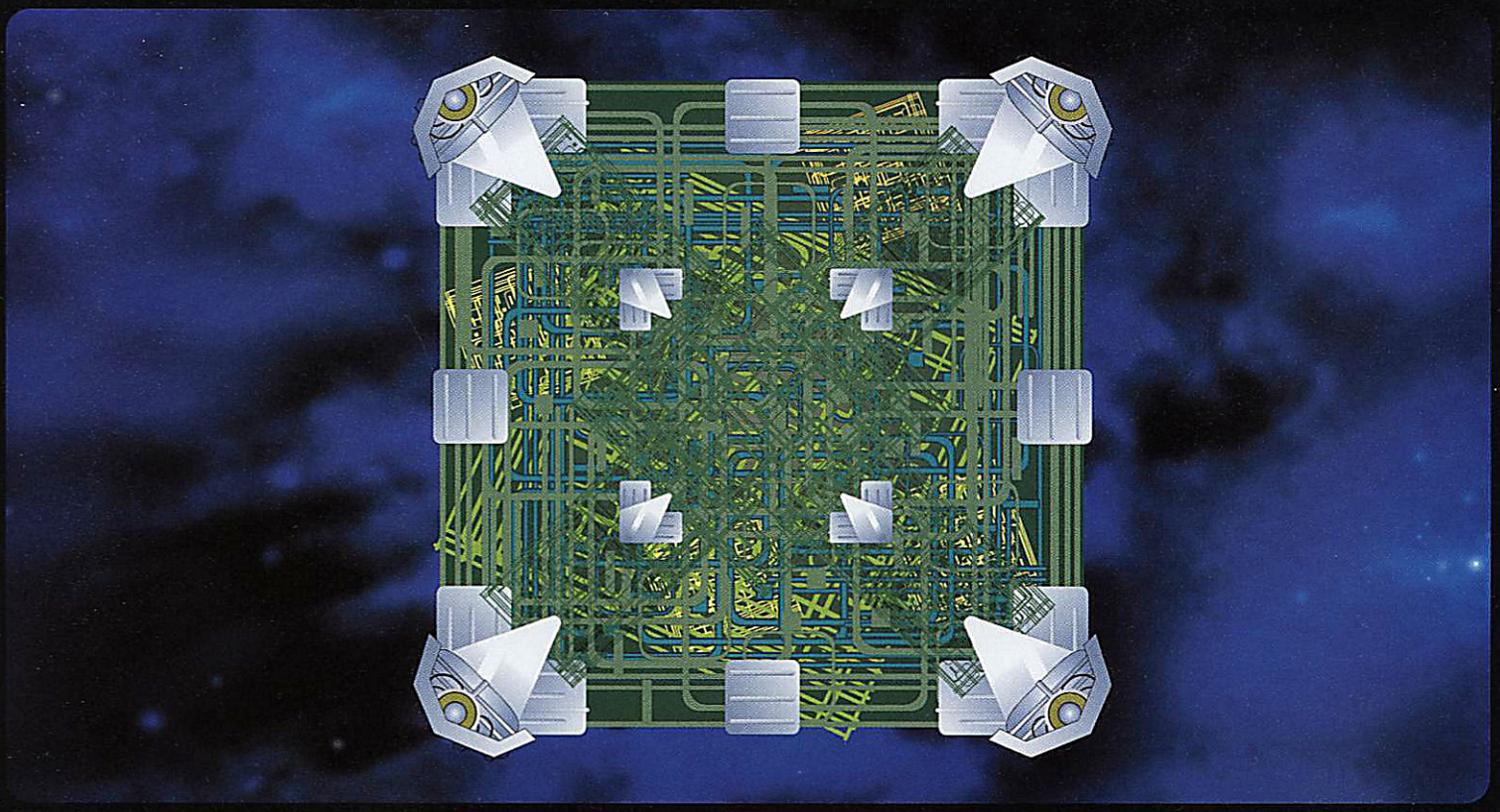

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Mission

For all the vast capabilities of the Borg cube, one hindrance it suffers from is its massive size. Cubes are easily recognized and detected. Before the Borg spread to a new region of space, they send their smaller scout ships to determine whether life forms worthy of assimilation are present. Generally, the Borg are unconcerned with exploration in the traditional sense; they are not interested in studying nebulae or surveying gaseous anomalies. The Borg scout serves only one purpose—locating inhabited worlds and evaluating the population for potential assimilation.

On the surface, Borg scouts do not appear to be a threat. Rest assured, though, that where a scout ship surveys, a cube cannot be far away, waiting for a detailed report.

Features

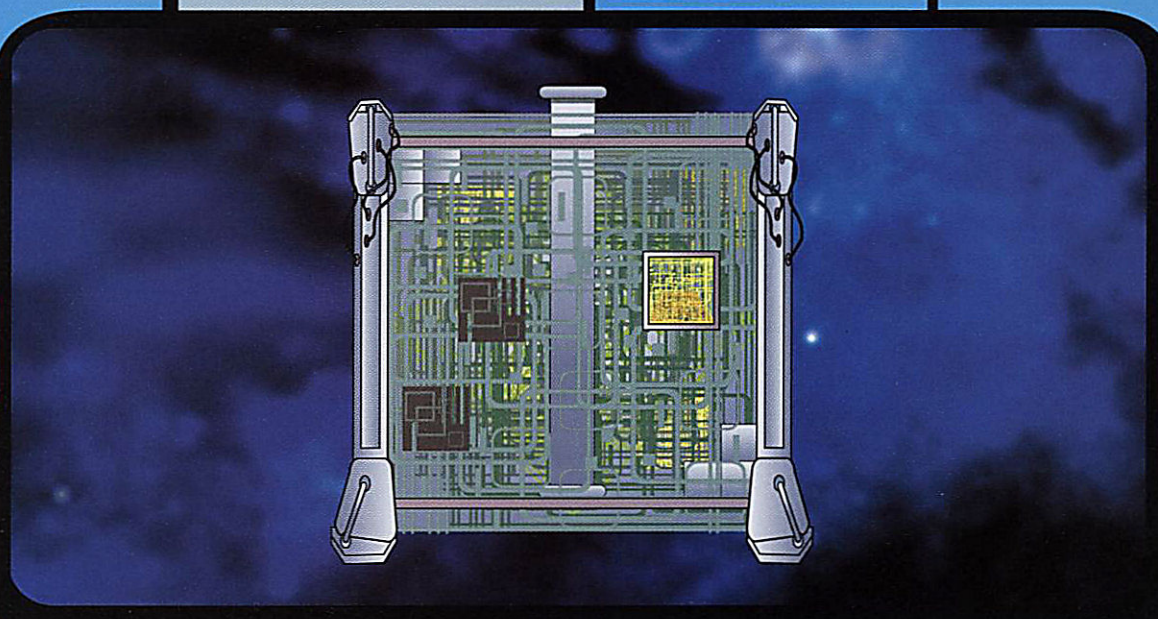
Because the scout has no warp capability it is a short-range craft often constructed of parts cannibalized from existing cubes when warranted. Cubes are capable of dispatching up to four scout ships without degrading its capabilities; cubes never dispatch more than this number. Intruders on board a cube cannot simply hijack its scouts, because they must be constructed from the cube's own superstructure and systems. Even if intruders could locate a scout, they would be unable to pilot it because of the Borg's unique interface system.

There are very few outstanding features to a Borg Scout. They are too small to carry a transwarp coil, and so cannot take advantage of the Borg's transwarp conduit network. Although it carries the same beam weaponry as the cube, it possesses fewer emplacements and not as much energy to draw upon. Scout ships utilize cutting beams almost exclusively, primarily as an aid to exploration. Although the shielding is considerable for a craft of its size, it avoids combat whenever possible. Should a Borg scout find itself in trouble, it is designed to outrun confrontations while the drone crew contacts nearby cubes via their subspace interplexing beacon. Where warranted, the scout's parent cube quickly responds, with additional support dispatched from Unimatrix Zero in the Delta Quadrant as needed.

When the scout's mission is completed, it is "reabsorbed" and the parts returned to the construction of the cube as a whole. It usually takes thirty minutes for drones to reintegrate a scout into a cube. If the cube is attacked during this process, it proceeds through combat normally, though with a –1 penalty to maneuvers during battle.

Background

The only confirmed sighting of a Borg scout occurs in 2368 in the Argolis Cluster. The crew of the *U.S.S Enterprise*-D was charting the region, which contains six systems, when it picked up a signal from a habitable moon. The signal matched nothing in Starfleet's database, and the crew concluded that it might be a distress call. Upon sending an away team down to the moon's surface to investigate they discovered the remains of a crashed Borg scout and one survivor.



Borg Scout

Heavy Escort; No commissioning date

Ships in Service

Name	Registry	Notes
Not applicable	Not applicable	Borg scout crash-landed on moon within Argolis Cluster
Not applicable	Not applicable	Borg scout dispatched to recover Drone Designate 3 of 5 upon detecting its signal

Borg Time Sphere

Light Explorer; Commissioned: 2373

PROPULSION DATA

Impulse Systems: Borg Impulse Coil (.9c/EE)
Warp System: Borg Warp Coil (9.4/9.6/9.99/EE), Borg Transwarp Coil (9.9999/F)

HULL DATA

Structure: 40
Size/Decks: 8/85
Length/Height/Beam: 425 diameter
Complement: 11,000

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 130
Cloaking Device: No
Life Support: Class 4R (FF)
Operations System: Class 4R (FF)
Sensor System: Class 5a (+5/EE)
Separation System: None
Shuttlebay: Not applicable
Shuttlecraft: Not applicable
Tractor Beams: 7
Transporters: 10 Standard, 10 Emergency

TACTICAL DATA

Photonic Missiles: (X3/D)
Penetration: 8/8/8/8/8
Deflector Shield: FSQ (D)
Protection/Threshold: 17/2

MISCELLANEOUS DATA

Maneuver Modifiers: +4 C, –2 H, +3 T
Traits: Blind Luck (Transporters, Warp Drive), Battle Scarred (Transporters, Warp Drive)

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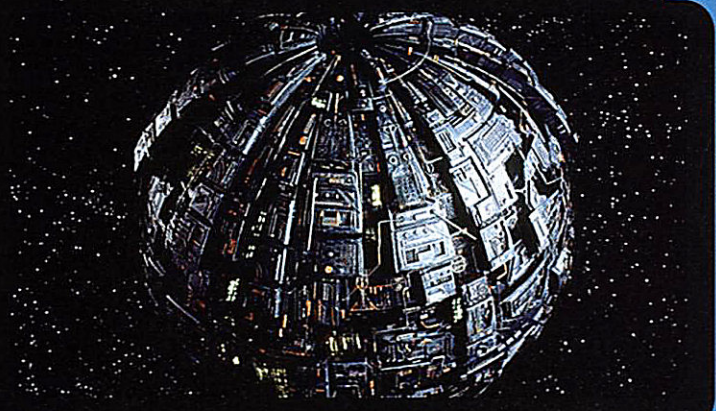

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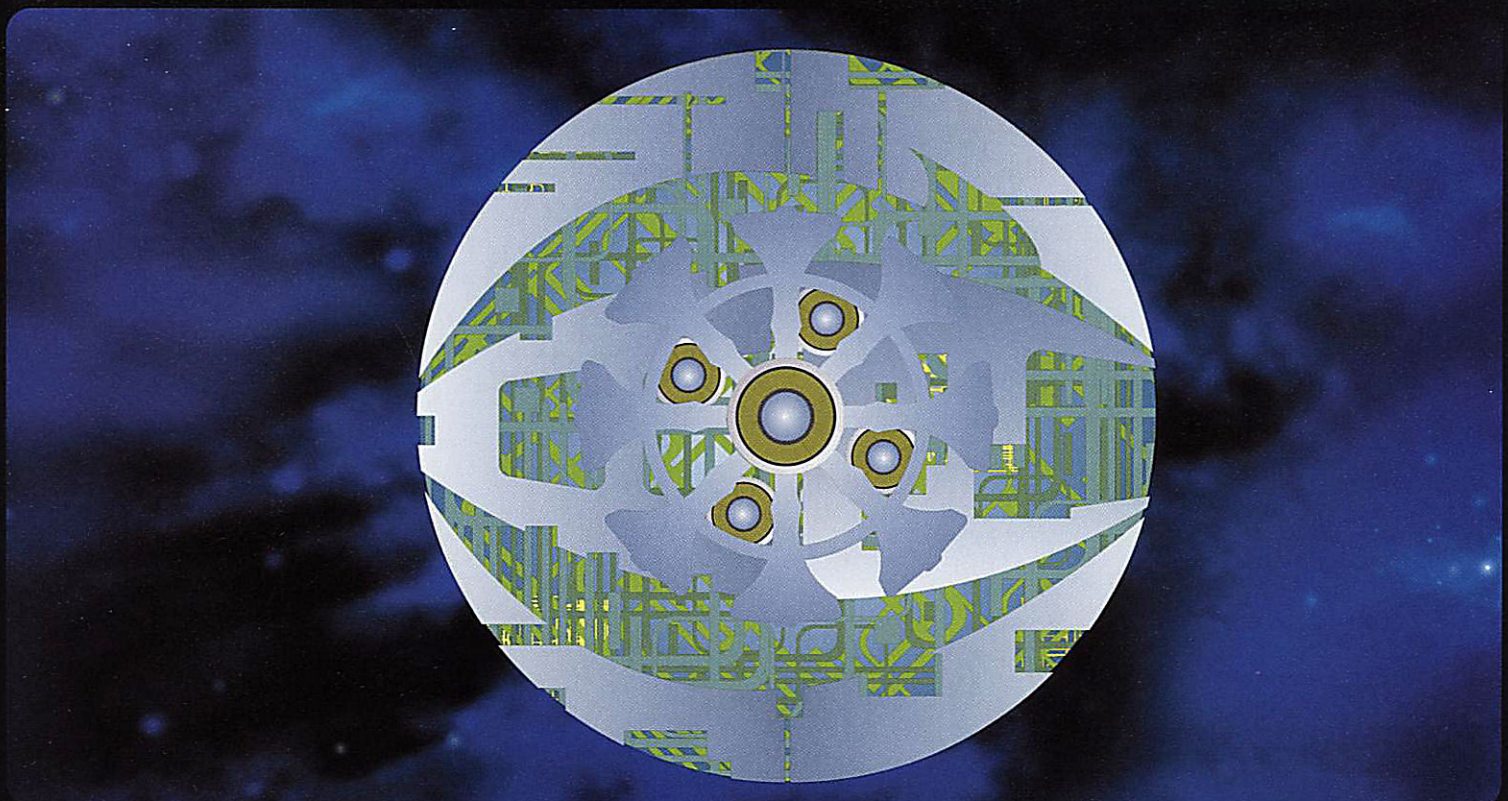

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Mission

A Borg time sphere is, in essence, a temporal weapons platform the size of a large starship. A unique vessel, the Borg time sphere is designed to create a massive temporal vortex—a time spanning conduit created by the emission of chronometric particles that allows this ship to travel through time. The Borg collective designed this ship to travel back in Earth's history to a point before Humans reached the technological level where they could resist assimilation. Although the only one of its kind, it is possible other time spheres exist, for similar missions either targeting Earth or other recalcitrant species.

Features

The most noteworthy feature of the time sphere is its temporal phase coil, which allows it to travel through time. The creation of this temporal vortex consumes so much energy that the sphere is incapable of returning to its own time; it is intentionally designed for a one-way mission. (During the 29th century time fleet era, when time travel becomes routine for Starfleet, the Collective gains mastery over the ever-elusive mega particle, which provides more than enough energy for multiple jumps.)

One side effect of the temporal vortex is the creation of a temporal wake. Any ship caught in this wake could follow the Borg time sphere to whatever time it travels to. A successful TN 20 System Operation (Flight Control) test is required to calculate the vector for following in the sphere's wake. This test must be performed within 1d6 minutes before the vortex closes. A failure in the System Operation test means the ship cannot follow the time sphere, but can try again with a –2 test penalty. A complete failure results in the vortex closing immediately, preventing further attempts. With a disastrous failure the pursuing starship skips off the vortex's event horizon and finds itself lost 1d6 years in the past (either from the departure date or the destination date). A successful TN 20 Physical Science test is necessary to determine the precise point to exit the vortex. A failure in the Physical Science test results in the ship overshooting or undershooting (narrator's discretion) the sphere's destination point in time by 1d6 years; additional attempts can be made, as the vortex has no yet closed. A complete failure means the pursuing starship misses the mark by 1d6 years, with no way to return to the vortex; it closes immediately. With a disastrous failure, the ship becomes "unstuck in time"—existing outside the temporal continuum, essentially in "no-time."

Starships lost in time can attempt to generate their own temporal vortex by harnessing the residual chronometric particles in the area. This requires a TN 20 System Engineering test to realign the main deflector dish to collect the particles. The remaining particles dissipate with a complete failure, preventing further collection attempts, while a disastrous failure also shorts out the main deflector. A TN 20 System Operation (Flight Control) test is necessary to successfully pilot the ship back to its own time. A complete failure sends the starship 1d6 years off its mark, while a disastrous failure strands in its current time.

The weaponry of the time sphere is limited to torpedoes used primarily for atmosphere bombardment. They were used to bombard the site of Zefram Cochrane's warp drive experiments, though in theory, they could be used against planetary defenses, cities, or strategically important locations, thus leaving the target planet open to assimilation.

Non Time Traveling Spheres

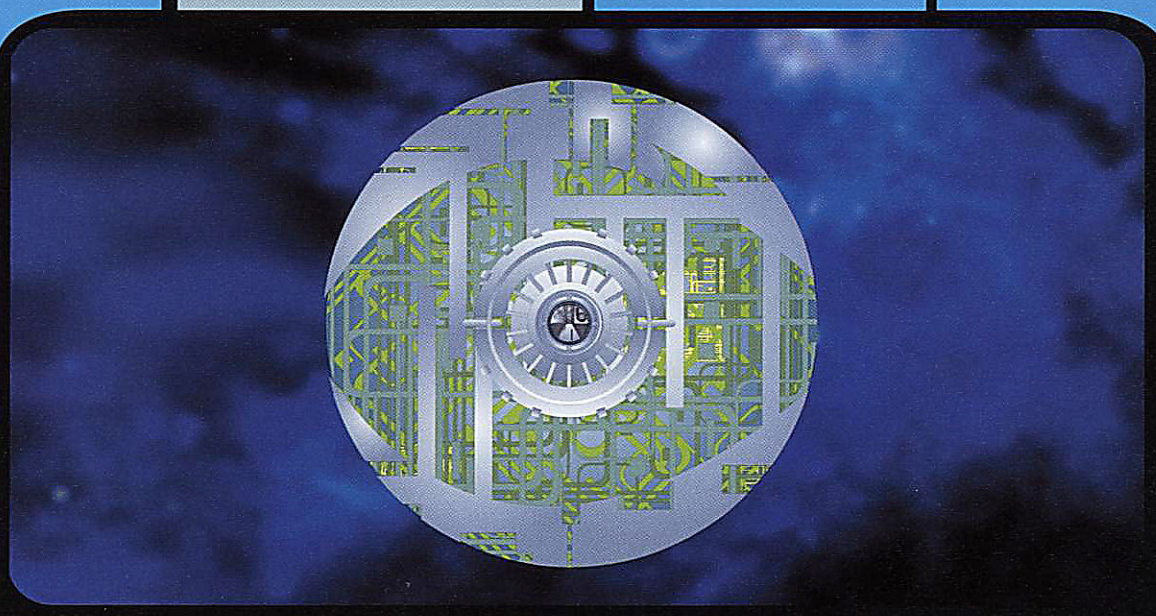
Not all Borg spheres possess time travel capability. When used in place of a cube, make the following adjustments:

- Remove the traits Blind Luck (Warp Drive) and Battle Scarred (Warp Drive).
- Increase its structure to 45.

Background

Being only one of two groups that the Collective were hampered in assimilating, the Borg determined that the Federation would increase their strength a hundred-fold once finally assimilated.

The Borg developed an ingenious plan to assimilate Earth and prevent the establishment of the Federation. They constructed a time sphere using information obtained from an assimilated Krenim temporal weapon ship. And from the knowledge gained from assimilating several Federation starships and their databanks, the collective learned the inhabitants of Earth first broke the light barrier in 2063, thus attracting the attention of a Vulcan science vessel and eventually leading to the founding of the Federation. They learned the identity of Zefram Cochrane as inventor of Earth's first warp drive, and the location of his laboratory in old Montana. By traveling back in time to a period when Earth was still recovering from the Third World War (and



Borg Time Sphere

Light Explorer; Commissioned: 2373

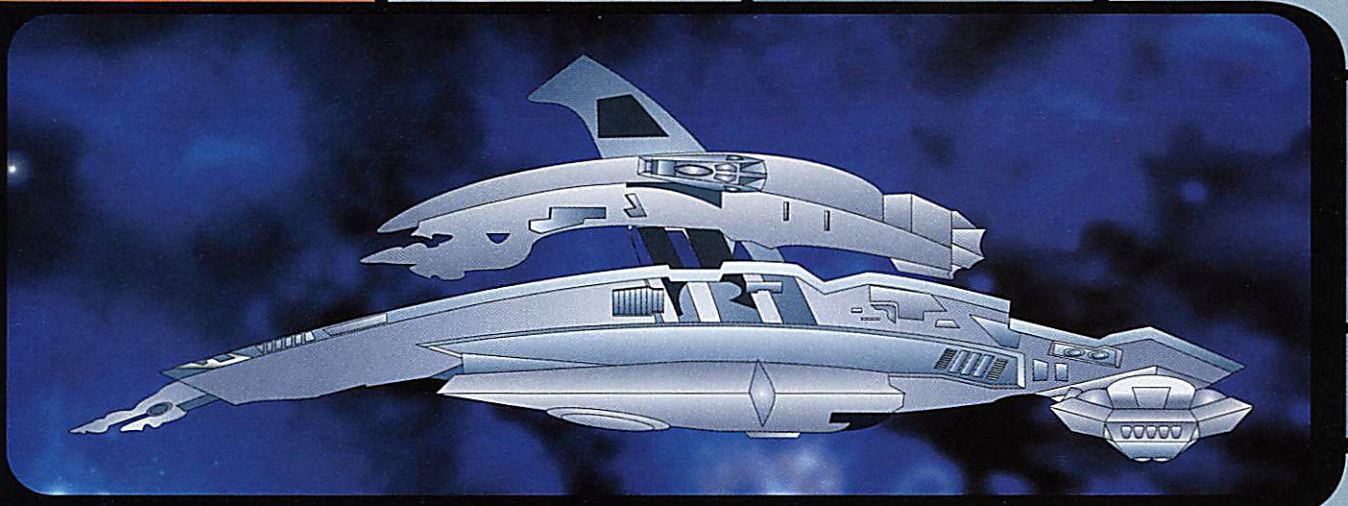
was thus defenseless) and eliminating Cochrane and his Phoenix experimental ship, the Borg planned to not only stop first contact with Vulcan but also assimilate the planet.

Deep Space Five detected the approach of a Borg cube and sent an urgent dispatch to Starfleet Command: the Collective was on en route to Earth. Before its destruction at the hands of a Federation armada, the cube dispatched its time sphere, which traveled back in time to 2063. The crew of the *U.S.S. Enterprise*-E followed the sphere's temporal wake and foiled the Borg plan.

The existence of other time spheres in the 24th century remains unknown. Although drones unsuccessfully attempted to construct a multiplexing beacon to call for reinforcements from the Collective in the 21st century, the Borg surely know of the missions failure simply because Earth remains unassimilated. Should they possess the capability to construct another time sphere, the Borg could make another attempt to successfully assimilate Earth (or other key planets in the UFP). By the 29th century, when the Federation Timefleet becomes operational, the Borg develop functional time travel as well. It is entirely possible time spheres from the future could materialize at any time, in an attempt to successfully complete a mission similar to that of the first time sphere or influence other temporal nexus points.

Ships in Service

Name	Registry	Notes
Designate 194	Designate 194	Destroyed by U.S.S. Enterprise-E while bombarding Montana in 2063.
Designate 196	Designate 196	Destroyed within a proto-nebula core by "offspring" of 7 of 9, liberated Borg serving aboard the U.S.S. Voyager.
Designate 211	Designate 211	Severely damaged by an ion storm; remains adrift near Deep Space 5.
Designate 212	Designate 212	Missing in Vela Expanse near Tholian space.
Designate 222	Designate 222	Crash-landed on uncharted planet in 2369.
Designate 634	Designate 634	Destroyed by U.S.S. Voyager on her return to the Alpha Quadrant.
Designate 878	Designate 878	Self-destructed in Spatial Grid 091 on orders of Borg Queen.



Breen Battlecruiser

Battle Cruiser; Commissioned: Date Unknown

PROPULSION DATA

Impulse System: FIE-3 (.85c) (D)
Warp System: LF-41 (6/9.2/9.6) (D)

HULL DATA

Structure: 35
Size/Decks: 7/20
Length/Height/Beam: 420/97/365
Complement: 630

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 70
Cloaking Device: Class 3 (20 Rating)
Life Support: Class 2 (C)
Operations System: Class 3 (D)
Sensor System: Class 3 (+3/D)
Separation System: No
Shuttlebay: 2 ventral
Shuttlecraft: 14 Size worth
Tractor Beams: 1 fv, 1 av
Transporters: 6 standard, 6 emergency

TACTICAL DATA

Disruptors: Type X (x2/D)
Penetration: 5/5/4/0/0
Torpedo Launchers: Mk 75 DF (x2/D)
Photon Penetration: 5/5/5/5/5
Other Weapon: Breen Energy Drain
Penetration: Special
Deflector Shield: FSQ-7 (CC)
Protection/Threshold: 17/4

MISCELLANEOUS DATA

Maneuver Modifiers: +3 C, –1 H, +2 T
Traits: None

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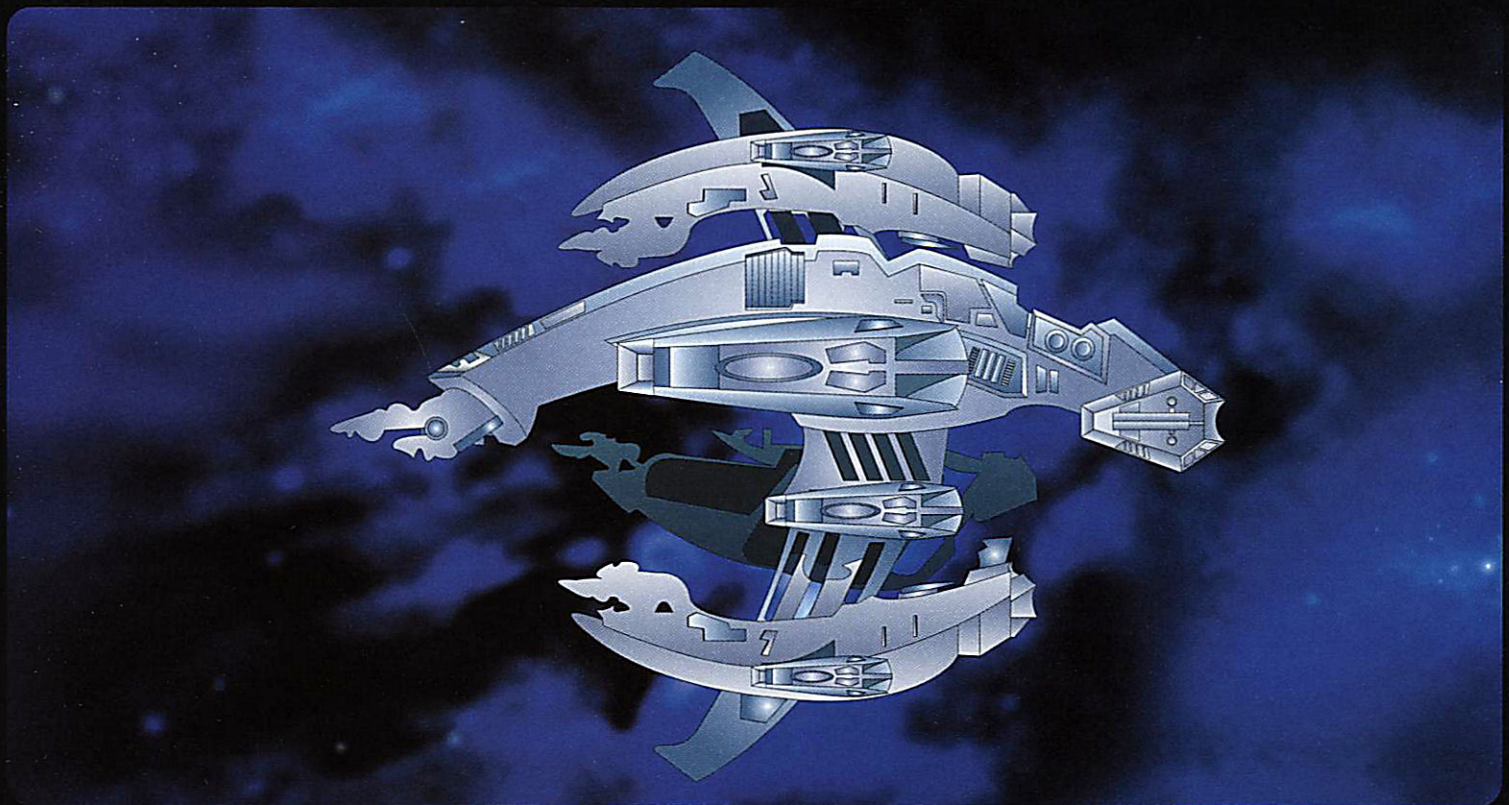

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Mission

Like the Breen species, little is known for certain about their battle cruiser's primary mission. Capable of incredible destructive power, they were clearly designed for offensive use. A large, long-range strike vessel, the Breen battle cruiser can cut its way through enemy defenses to engage capital ships or destroy planetary defense systems. The vessel is ideal for incursion, invasion, and tactical disruption missions. The ability to cloak allows the battle cruiser to approach targets unaware, although they are rarely found operating independently on reconnaissance missions. The possibility that the Breen may also employ them for scientific exploration, research, or mercantile endeavors cannot be ruled out.

Features

Although the Federation and other spacefaring organizations have known of the existence of the Breen for many years, they managed to keep critical information about their starship capabilities a secret. It wasn't until they entered the Dominion War as allies of the Founders that the full extent of their military capabilities became clear. A mixture of alloys and a unique poly-organic construction, Breen vessels are built with a different design philosophy than those of Dominion or even Starfleet vessels. Functionally, however, they share many common characteristics.

Their nature and design of their propulsion systems remain unknown. Reports of their observed performance, coupled with speculation based on current warp drive designs, suggests they are functionally equivalent to LB-41-rated warp engines. The battle cruiser appears capable of achieving a cruising speed of warp 6 and sustainable speeds of warp 9.2, giving them the capacity to reach the site of a conflict in short order. The vessel's unusual physical configuration doesn't inhibit its warp field geometry, strongly suggesting that Breen engineers have found a way to stabilize subspace fields regardless of the vessel's physical profile. Long-range sensor logs indicate the ship is capable of impulse speeds of up to .85 the speed of light, suggesting a parallel to the FIE-3 impulse engine.

Foremost a warship, the battle cruiser is armed with the functional equivalent of Type X disruptor banks, and what appears to be a Mk 75-equivilent direct-fire torpedo tube with a Breen photon torpedo loadout. As with other areas of Breen starship design, these are merely rough calculations and speculation. Neither of these weapons can match the real technological achievement of the Breen navy—their energy drain weapon. First encountered in 2375, this energy weapon has the capacity to disrupt systems and electro-plasma flow throughout a starship, rendering an opponent powerless and dead in space. Starfleet engineers believe the weapon uses an inverted polaron beam operating on an unknown wavelength to penetrates shields and immediately affect all shipboard systems.

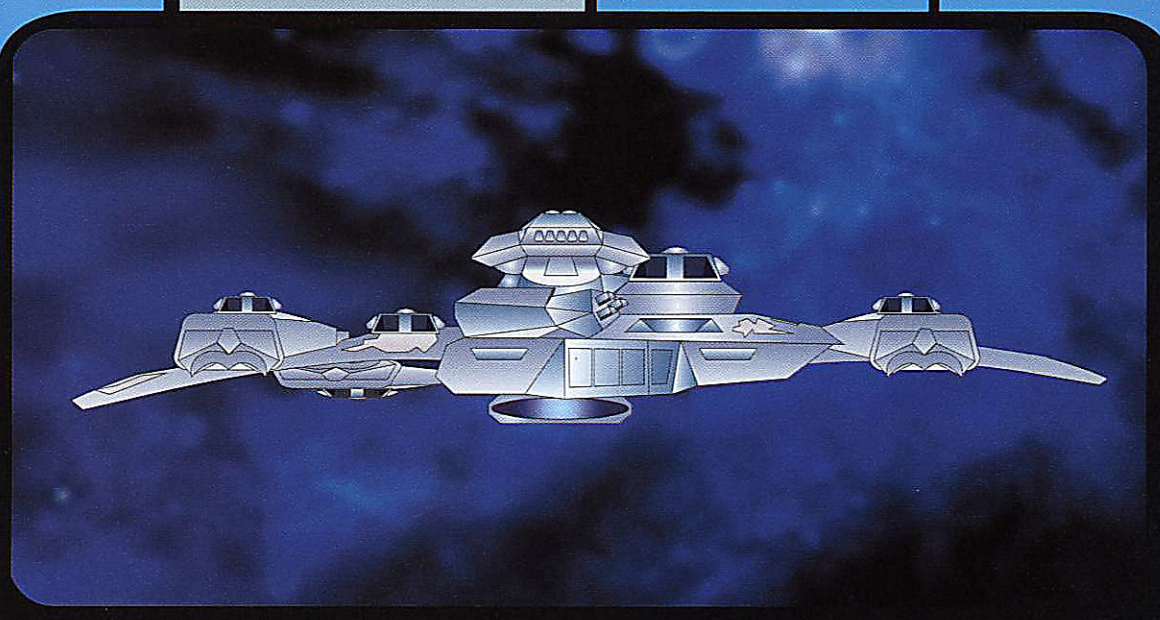
Defensively, the Breen battle cruiser can withstand a sustained conflict with enemy forces and absorb a great deal of punishment. The shield grid, believed to be similar to an FSQ-type, provides excellent protection and dispersal effects. The unusual profile utilized in their construction also makes an effective weapon strike difficult to target without maneuvering a ship into the majority of the Breen's firing arcs. The best guess places the cloaking device, believed to be an original Breen design, as roughly the same as a Class 3 system.

As with most aspects of Breen starship design, Starfleet can only speculate on the other aspects of this battle cruiser. Based on its size, the battle cruiser appears to carry a crew of some 600 on board, many apparently reserved as ground shock-troops; it's possible the ship requires far fewer crewmembers to operate it. The information on sensors, life support, control systems, and transporters are all conjecture based on current Starfleet design parameters. The ship houses a number of fighter craft that can be deployed to engage similar small vessels or work in squadrons to disrupt enemy formations.

Background

Beyond the borders of Breen space, the species and the true capabilities of their ships and technology remained mysterious. Although encountered sporadically in neutral space—a few colonies and mining installations—the Breen were able to keep the extent of their ship's capabilities a secret, up until their surprise attack on San Francisco. Even after the conclusion of the Dominion War, Starfleet engineers lacked the opportunity to study a Breen ship at any great length; what little wreckage they were able to examine has provided tantalizing clues, but not the whole picture. Like their Romulan counterparts, the ship's ability to cloak makes identifying individual ships difficult. The ship registry (attached) provides Starfleet designations attached to individual ships of this as-of-yet unnamed class.

The Breen energy drain weapon is by far their largest tactical advantage. With it and their cloaking technology,



Breen Battlecruiser

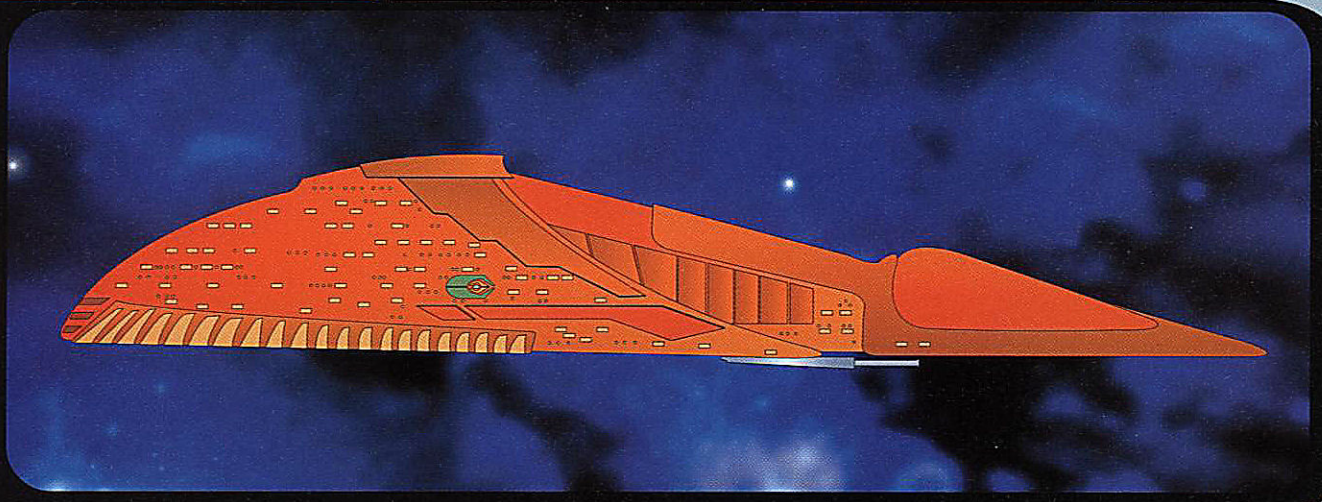
Battle Cruiser; Commissioned: Date Unknown

Breen battle cruisers launched a surprise attack on Sector 001, disabled the Mars defense perimeter, and bombarded Starfleet Command from orbit. Fortunately, Starfleet vessels were able to send the Breen in retreat, but not before the Breen sent a powerful message to Alliance forces. From that point on, through the end of the war, defense of Sector 001 became a top priority and several mobile fleets were reassigned to the Sol system's Third Fleet to better protect the seat of the Federation.

The entrance of the Breen into the conflict on the side of the Dominion radically shifted the balance of power. Breen ships posed a threat to every strategically important location in the quadrant; Qo'noS, Vulcan, Romulus, all were vulnerable to Breen attack. In late 2375, a response to the Breen energy drain weapon was discovered that afforded Starfleet vessels some measure of protection. An alteration to a starship's shields, similar to the adjustment made to counter Dominion polaron-based weapons, was successful is allowing Starfleet shield grids to counteract the Breen device. Although the weapon remained effective if able to penetrate a ship's shields, at least Alliance forces had a fighting chance.

Ships in Service

Name	Registry	Notes
Braaktak Gaal	Bravo 7	Destroyed at Chin'toka System
Gor Korus	Bravo 8	Last seen at the Daxura System; presumed destroyed
Gor Nivik	Bravo 3	Rretreated from Cardassia Prime during final battle of the Dominion War
Gor Tevik	Bravo 9	Participated in the battle at Getha; destroyed by Klingon cruiser I.K.S. Vis'Tor
Megal Taan	Bravo 1	Led assault on Sector 001 and destroyed
Nistaan Bur	Bravo 4	Part of the Task Force that attacked Sector 001 (2375); as of yet unaccounted for
Reel Gorvaal	Bravo 6	Destroyed at Chin'toka System
Reel Tivaan	Bravo 5	Destroyed at Zhamur System



Ferengi D'kora-class

Armored Transport; Commissioned: 2350

PROPULSION DATA

Impulse Systems: FIB-3 (.75c/D)
Warp System: LF-17 (5/7/9) (B)

HULL DATA

Structure: 45
Size/Decks: 7/33
Length/Height/Beam: 630/84/210
Complement: 450

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 380
Cloaking Device: None
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 2 (+2/C)
Separation System: None
Shuttlebay: 3 FD
Shuttlecraft: 21 size worth
Tractor Beams: 1 AV
Transporters: 5 Standard, 5 Emergency

TACTICAL DATA

Plasma Emitter: Type VIII (X3/B)
Penetration: 4/4/4/0/0
Deflector Shield: CIDSS-3 (C)
Protection/Threshold: 15/2

MISCELLANEOUS DATA

Maneuver Modifiers: +1 C, +2 H, +0 T
Traits: None

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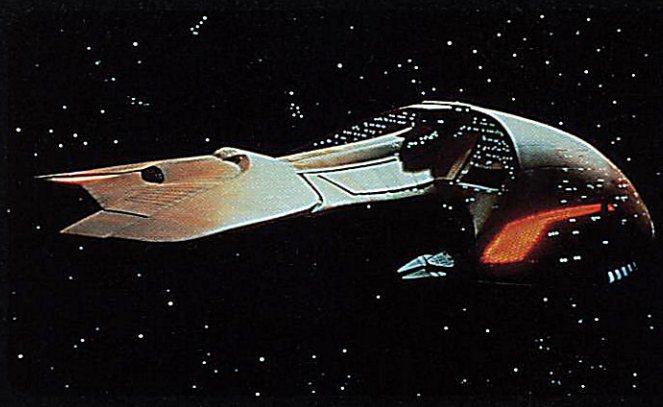

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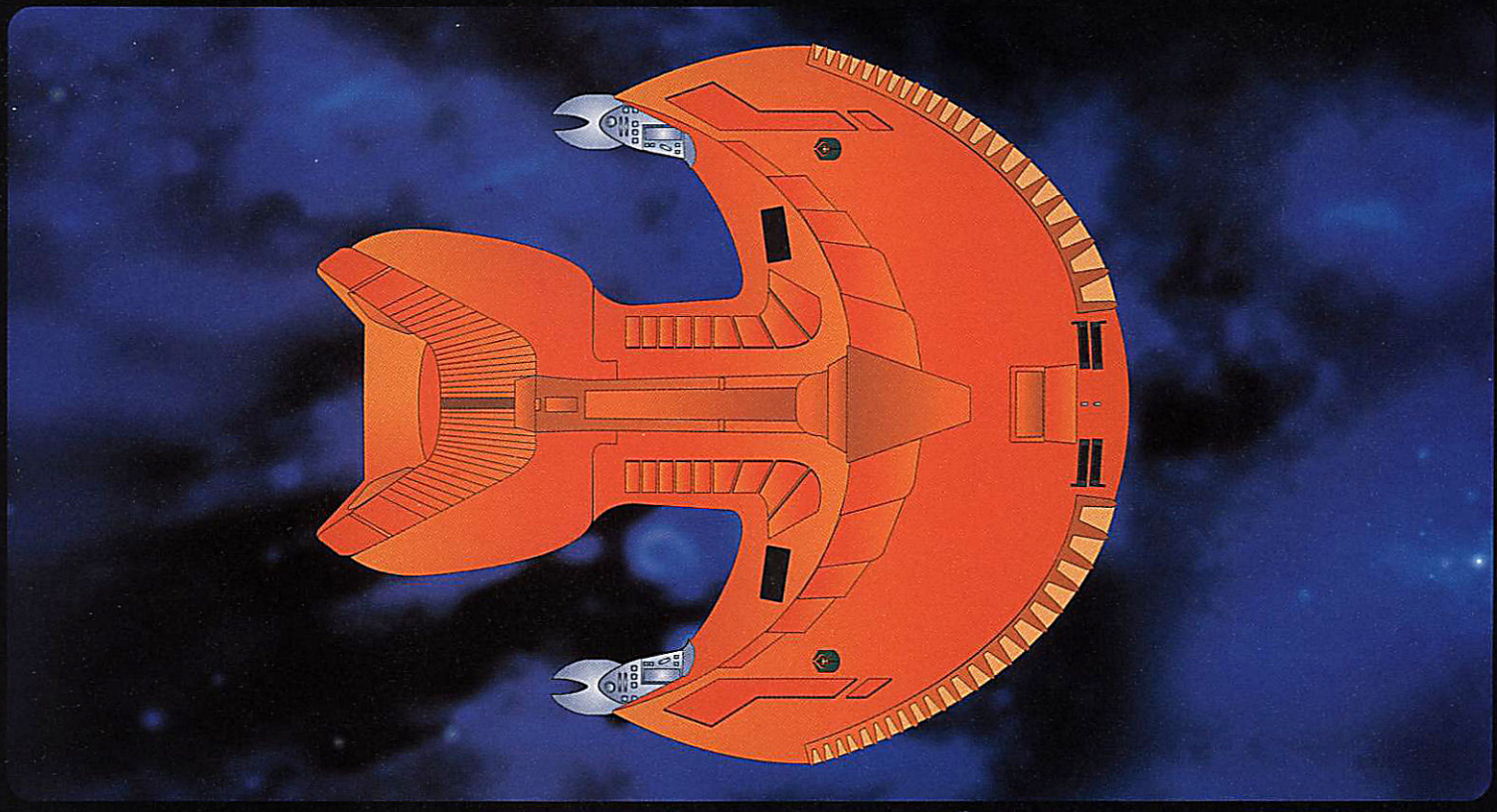

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Mission

The Ferengi *D'kora-class* marauder is a common sight to interstellar travelers plying the space lanes of the Alpha and Beta Quadrants. Created for the purpose of fostering trade on behalf of the Ferengi Alliance, these ships serve as the fundamental instrument of Ferengi business policy. The design incorporates several operational objectives—as freighter, warship, and explorer.

The *D'kora*-class is primarily a merchant vessel, designed to haul large amounts of cargo across the Galaxy. In order to protect their valuable cargos, these vessels possess substantial tactical and defensive power. When business negotiations do not go their way, the Ferengi have been known to turn the marauder's power to "extreme debate" to get what they want, and they have been known to engage in piracy to obtain goods or salvage. Finally, the *D'kora*-class also plays an important role in expanding the Ferengi's mercantile empire, and possesses sufficient capabilities to engage in deep-space exploration.

Features

Designed and built by the lowest bidding construction firm on Ferenginar, to reduce the drain in the coffers of the Grand Nagus, the *D'kora*-class' capabilities range from the exceptional to the marginal. The more profitable the vessel, however, the more likely the individual captain has modified the ship, sometimes substantially and with the technologies from the plundered starships of other species. Making assumptions about the capabilities of individual Ferengi marauders is never a good idea.

Operations systems are centralized under the command of the marauder's captain, to prevent greedy underlings from attempting blackmail or assassination. The life support systems incorporate several redundancies to avoid "accidents." Computer security is tight. All key functions require an authorization code from the marauder's captain, making it difficult to seize control of the ship. Accessing flight control, communications, transporters, engines, and the computer requires the captain's security key (or a successful Computer Use (Hacking) skill test). To accommodate the transfer of goods from its enormous cargo bays, each marauder maintains a small fleet of shuttles and the design includes a large number of cargo transporters.

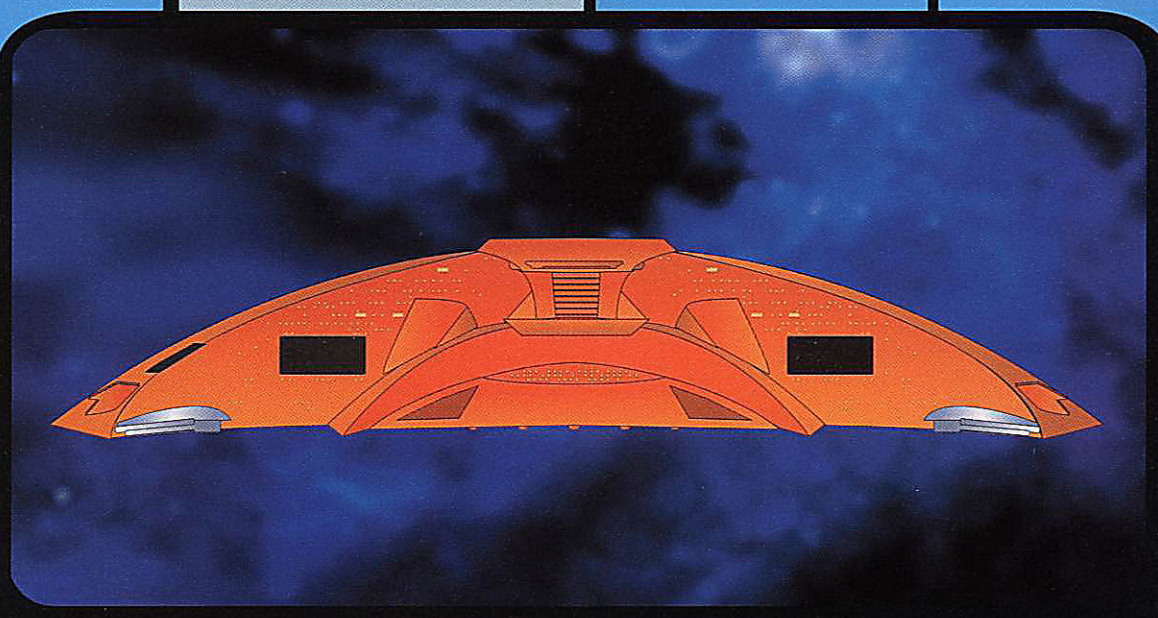
The Ferengi Alliance does not skimp on the marauder's propulsion systems. A highly efficient matter/anti-matter engine powers the marauder. The origins of Ferengi warp capability remain a mystery; it is believed that they purchased the technology from a third party, though no one has claimed responsibility, and so the design of their warp engines remains unknown. The marauder's warp drive appears to be roughly equivalent to that of a *Galaxy*-class starship. The impulse engines are similarly advanced, making this vessel fast at sublight speeds.

Weapon and defensive systems are another area on which the Ferengi concentrate. The Ferengi consider battle an extension of their business negotiations, though they do not go so far as to jeopardize their vessels. The loss of a marauder increases costs. If a marauder confronts what appears to be a credible force, it attempts to flee. Constructed to protect their valuable cargoes, Ferengi marauders are difficult opponents to defeat. Their weapons systems are comparable to those of the Federation, Klingons, and Romulans. They employ a powerful plasma energy burst capable of disabling a *Galaxy*-class starship.

The captain of one of these vessels leases it from the Ferengi Alliance, and only the most cunning and successful businessmen can afford the high down payment and steep interest rates. The Grand Nagus also hands out commissions to his close friends and relatives, in return for a share of the profits (usually 50 percent). So long as the captain keeps up with his payments, he is free to do as he pleases, with one exception: should he engage in unprofitable activities, the Ferengi Commerce Authority has the right to repossess the marauder. Recruitment of a crew is much like the merchantmen of 19th century Earth. Everyone signs on for a share of the ship's profits. The amount of the share depends on the crewman's seniority and position on board. The captain typically receives a double-share, with senior officers receiving a share-and-a-half, the rest of the crew netting a full share and rookie crewmen a half-share.

Background

The Ferengi have used the *D'Kora*-class marauder for over two decades. The first substantiated encounter between the Ferengi and Starfleet occurred when the crew of the *U.S.S. Enterprise*-D pursued a marauder believed responsible for the theft of a T-9 energy converter and caught up with the vessel at Gamma Tauri VI. Future encounters between the *Enterprise*-D and these vessels took place in the Xendi Sabu star system, where DaiMon Bok returned the *U.S.S. Stargazer* to Captain Picard, and in the Barzan system, during negotiations for the rights to the Barzan Wormhole. On Stardate 43930.7, the DaiMon of the *Krayton* abducted Ambassador Lwaxana Troi, com-



Ferengi D'kora-class

Armored Transport; Commissioned: 2350

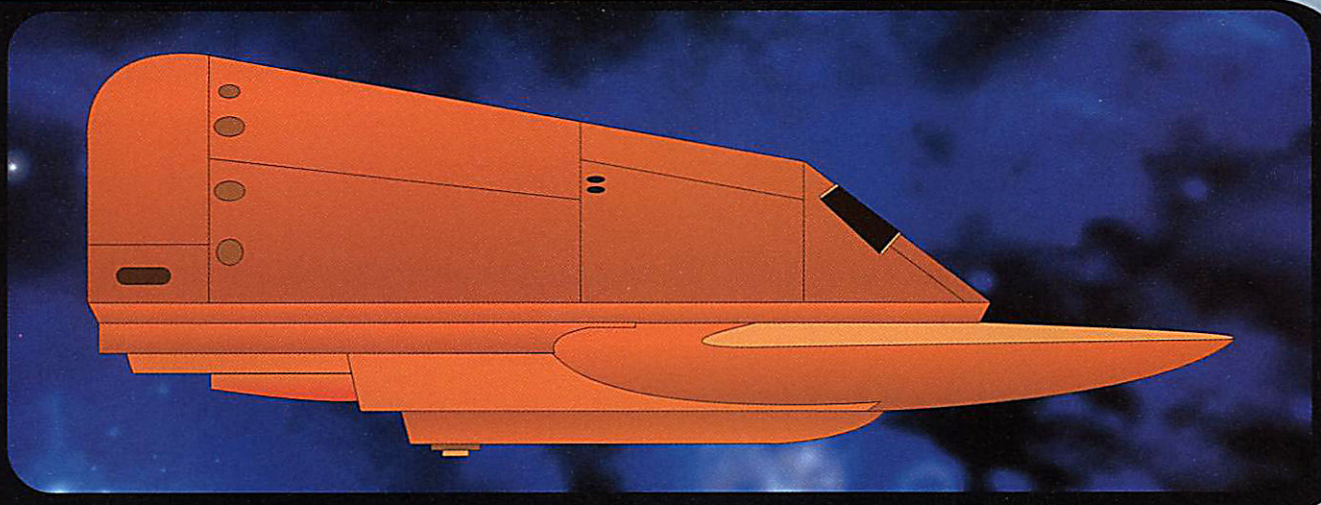
pelling the *Enterprise*-D to give chase. In these encounters with Starfleet, the marauder appeared to be evenly matched with the *Galaxy*-class starship.

Since these initial encounters, the Ferengi marauder has become a familiar sight along the Federation frontier. Several marauders traveled through the Bajoran Wormhole to pursue business opportunities in the Gamma Quadrant, and have not been heard from since; it is believed Jem'Hadar attack cruisers destroyed them. Prior to the start of the Dominion War, Ferengi marauders were observed ferrying tuns of tulaberry wine from both the Dosi and Karemma homeworlds in the Gamma Quadrant, as well as ore from the mining refineries at Arcybite. They are a frequent sight plying the Ferengenar-Rigel trade route, the Ferengenar-Dessica trade route, and the Badlands Run, but are less common inside the Federation core systems.

With the social reforms inside the Ferengi Alliance that allow women to pursue profit, crew membership on *D'Kora*-class marauders increases. Some include women eager to seek their fortunes among the stars like their male counterparts, while many more consist of males, appalled at women's suffrage taxation, seeking to escape Ferengenar.

Ships in Service

Name	Registry	Notes
Braktel	FAM-288	Commanded DaiMon Bok; towed U.S.S. Stargazer to Xendi Sabu system
D'kora	FAM 360	Prototype
Domu	FAM-634	Supplied arms to Kriosian rebels, Alliance for Global Unity, and Maquis rebels
Kraalor	FAM-725	Missing, Gamma Quadrant, planet Agratha last known position
Kramora	FAM-936	Owned and operated by Arcybite Mining Consortium; DaiMon Nava, president
Krayton	FAM 389	Commanded by DaiMon Tog; participated in Biennial Trade Conference on Betazed, kidnapped Ambassador Troi
Kreechta	FAM 421	Commanded by DaiMon Bractor; stumbled on Starfleet training exercise
Mroxor	FAM-645	Caught salvaging equipment from remote Starfleet arrays along Cardassian demilitarized zone
Qartum	FAM 522	Commanded by DaiMon Goss; participated in negotiations for the Barzan Wormhole
Togram	FAM-563	Commanded by DaiMon Gor; holds exclusive rights to Ferengenar-DorvanV trade route
Zedavaton	FAM-682	Commanded by Liquidator Queeg.



Ferengi Pod

Shuttle; Commissioned: 2351

PROPULSION DATA

Impulse Systems: FIG (.9c/C)
Warp System: LF-2 (2/3.5/5) (B)

HULL DATA

Structure: 10
Size/Decks: 2/1
Length/Height/Beam: 17/6/7
Complement: 2

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 15
Cloaking Device: None
Life Support: Basic (A)
Operations System: Basic (A)
Sensor System: Basic (A)
Separation System: None
Shuttlebay: None
Shuttlecraft: None
Tractor Beams: 1 fd, 1 ad
Transporters: 1 2-person standard, 1 cargo

TACTICAL DATA

Deflector Shield: FSQ (D)
Protection/Threshold: 2/4

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +2 H, +0 T
Traits: None

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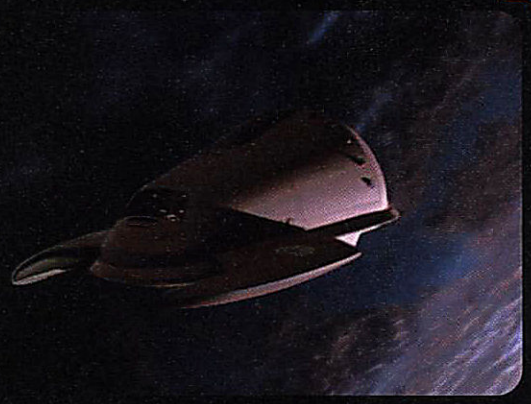

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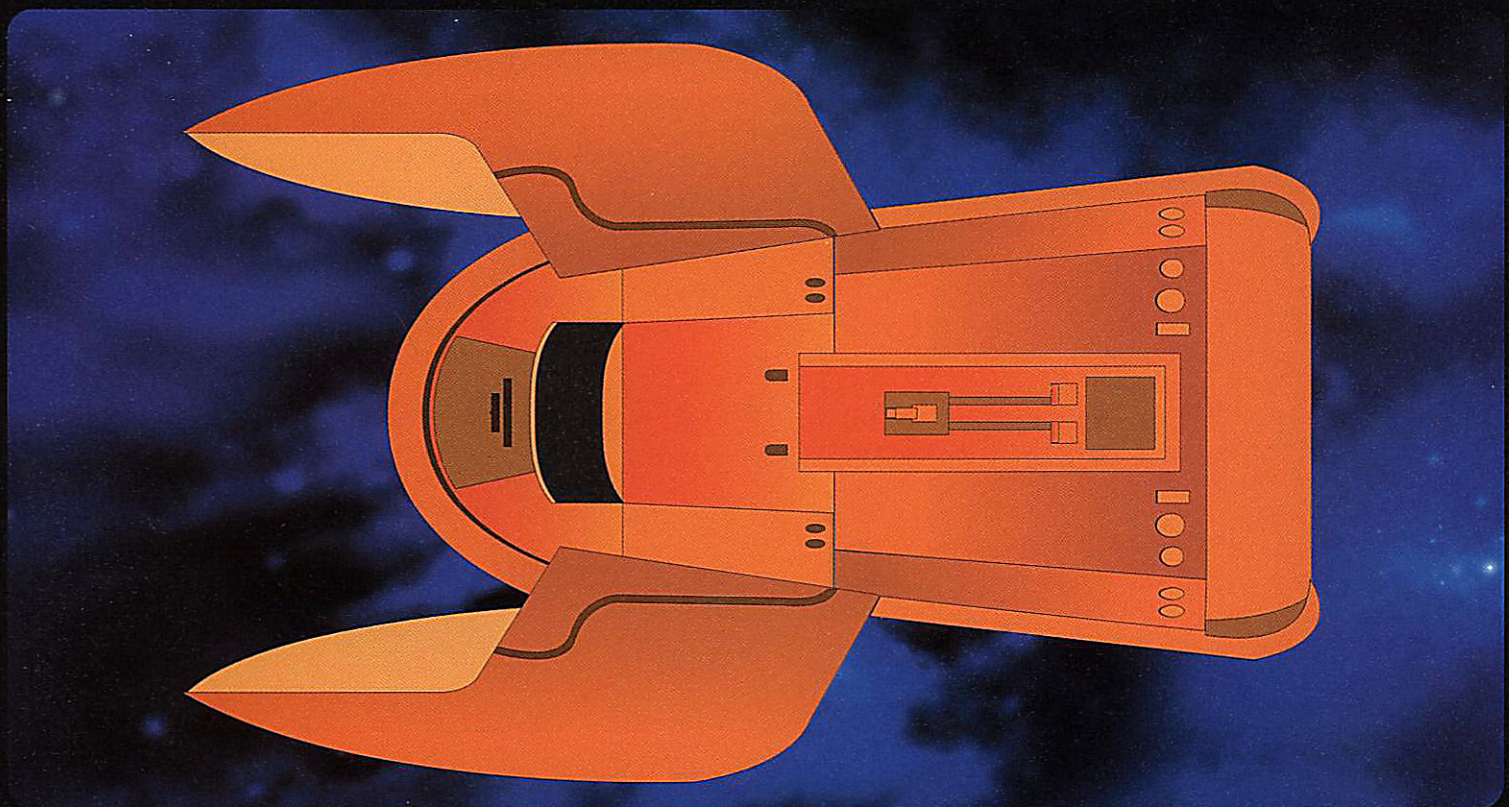

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Mission

As one would expect of the Ferengi, the various shuttles and pods in use by the mercantile species all emphasize cheap construction, simple design, and the ability to carry a large quantity of valuable cargo. Unlike the shuttles used by other Galactic powers, the Ferengi pod makes no pretense of undertaking scientific or diplomatic missions. Its sole role is to support in the further garnering of profit.

On rare occasions a Ferengi pod might be outfitted with better scientific or combat capability, to help perform a specific mission—exploring the viability of a wormhole, for instance. There are no "typical" modifications of this kind, and each retrofitted pod would be mission-specific.

Features

Ferengi pods, like their larger cousin ships, maximize cargo space. Even a very simple one-man trip could become a snatch-and-grab operation, or a windfall business opportunity. For that reason, the pods assign maximum space to carrying ability, at the expense of just about any other system.

Since Ferengi pods aren't designed for exploration, they have dismally low operational capabilities. Sensors and operations controls are rudimentary at best. The compact warp drives (no doubt a design purchased from another species) move the ship at very low speeds, making the pods useful primarily for ship-to-ship or ship-to-shore transit and very short-range interstellar travel. While a Federation shuttlecraft can at least deter pursuers with its small phaser arrays, a Ferengi pod relies on buying its way out of trouble—it lacks any sort of weapons, reliable shields, or means of outrunning pursuers.

Unlike the shuttles of other species, Ferengi pods use a scalable design. This means that some shuttles are as small as 6 meters in length, with others up to 17 meters. Pre-programmed fabrication facilities simply scale materials as needed for the larger variants. This, of course, means that there's a wider market spread: small shuttles for those with a limited budget, and larger pods for affluent customers. Tactical and computer capabilities remain similar on all models.

Although most pods have a standardized two-person design (pilot and co-pilot or mission specialist), some of the larger variants sport a miniature "bridge," not unlike a Federation runabout. Nevertheless, even the largest pods are rarely amenable for long-term journeys. Supplies of food and entertainment are minimal—most Ferengi expect to bring whatever they want with them (possibly paying a rental fee to the pod's owner for storage space).

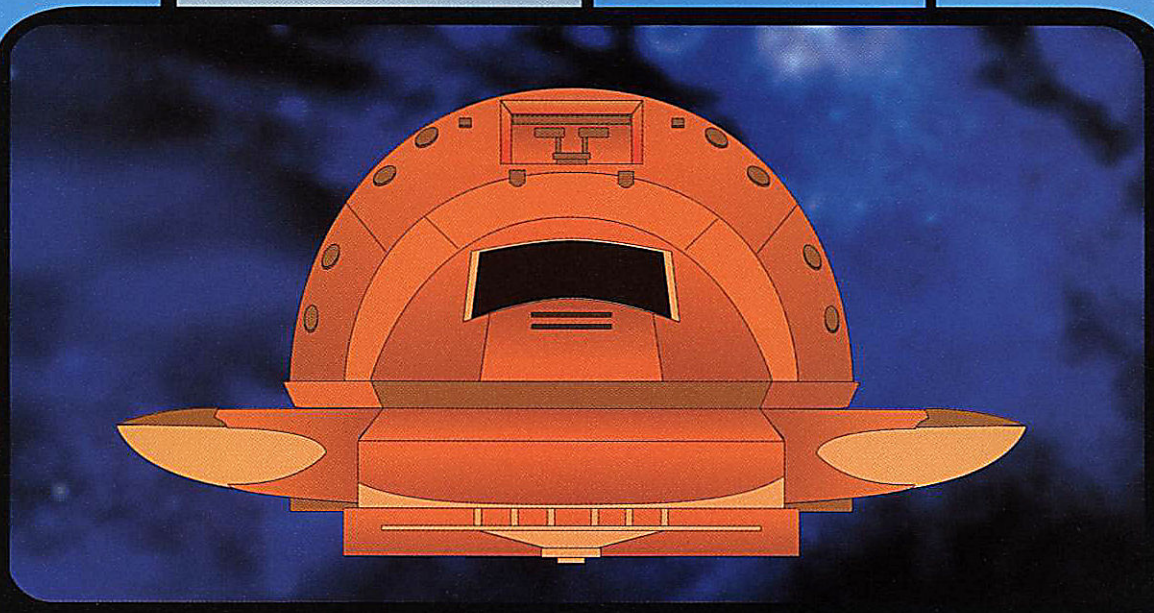
In spite of its simplistic systems, the Ferengi pod's copious space makes it a prime candidate for modification. Unscrupulous merchants sometimes mount a micro-torpedo launcher or a small plasma weapon, scamming other shuttles and light freighters in miniaturized piracy operations.

Background

The Ferengi pod performs all of the ancillary work that shuttles do for capital-scale ships: Movement of personnel or cargo when transporters are unusable; minor exploration and contact; and short-range travel. Even the *D'kora*-class Marauder requires the occasional aid of small, short-range vessels, and where there's a need, the Ferengi see a market to fill.

Of course, Ferengi with too much latinum and not enough to spend it on often vie for status symbols to show their business prowess. When a Ferengi has a thriving business but isn't really in the running to purchase a private station or starship, a pod is often touted as just the thing. After all, it's a privately-owned space-capable vessel, good for jaunts around the star system or the occasional affluent business meeting. Plus, its sleek lines impress the ladies of just about any species.

Since any captain of commerce needs a personal yacht, the Ferengi pod evolved to fill not only workmanlike roles but also luxury markets. Shortly after the first ones hit the market, the designs were reverse-engineered and copied, and now any number of small Ferengi design consortiums churn out low-quality, low-price pods for the discriminating (and probably desperate) buyer.

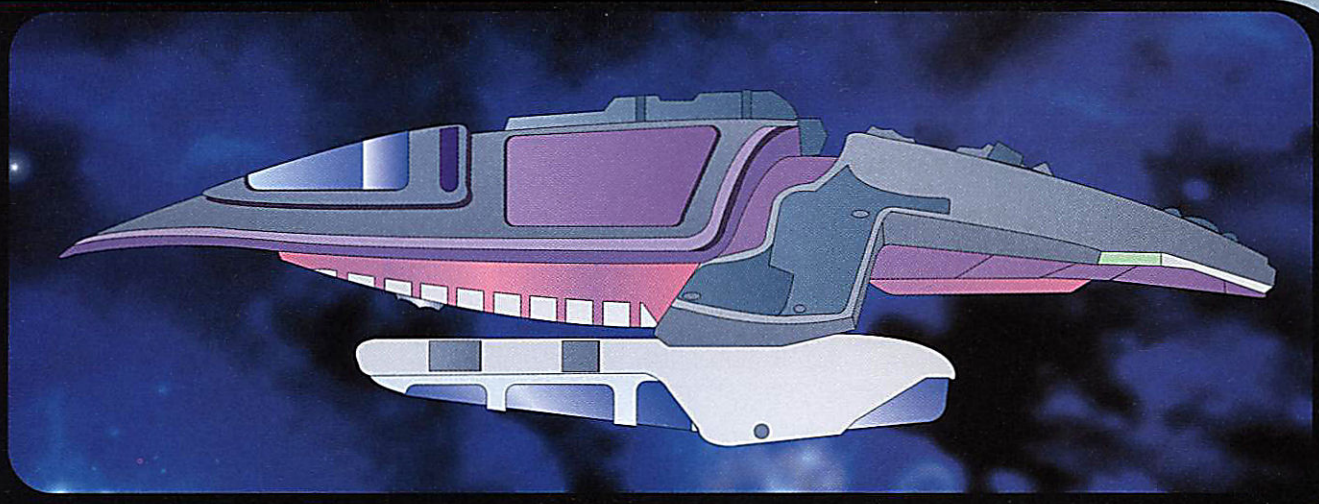


Ferengi Pod

Shuttle; Commissioned: 2351

Ships in Service

Name	Registry	Notes
Barzan Explorer	Not applicable	Custom-built scientific pod for exploration of the Barzan wormhole, lost in the Delta Quadrant
Blunt Hammer	Not applicable	Transported negotiation/rescue team to Empok Nor during Dominion War
Latinum Express	Not applicable	Personal craft of Grand Nagus Zek
Nilva's Jaunt	Not applicable	Personal craft of Chairman Nilva
Quark's Treasure	Not applicable	Crash-landed on 1947 Earth due to an acceleration problem; later returned to the 24th century and salvaged for parts
Rational Profit	Not applicable	Captured by Jem'Hadar en route to Vulcan



Jem'Hadar Attack Ship

Fast Attack Ship; Commissioned: 2360

PROPULSION DATA

Impulse Systems: DIIU-3 (.9c/E)
Warp System: DIPU-5 (5/9.2/9.6) (D)

HULL DATA

Structure: 15
Size/Decks: 3/3
Length/Height/Beam: 68.32/18.32/70.02
Complement: 12

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 29
Cloaking Device: None
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 3a (+3/CC)
Separation System: None
Shuttlebay: None
Shuttlecraft: None
Tractor Beams: 1 FV
Transporters: 1 Standard, 1 Emergency

TACTICAL DATA

Phased Polaron Beam Weapons: DPB-2 (X2/B)
Penetration: 4/4/4/0/0
Deflector Shield: PFF-2a (B)
Protection/Threshold: 13/1

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, –2 H, +4 T
Traits: Enhanced System—Shields (Disable tractor beam lock)

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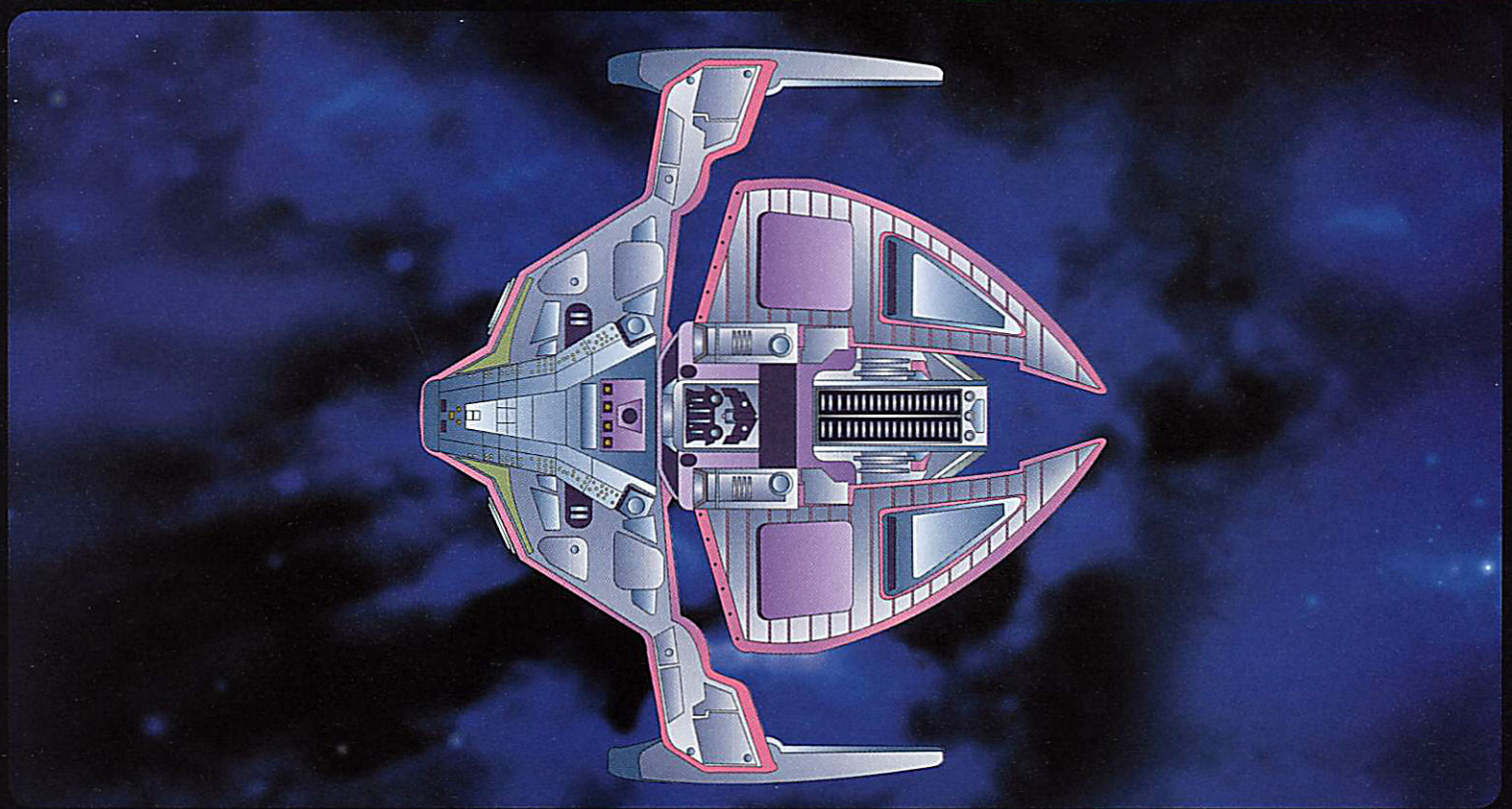

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Mission

The Jem'Hadar attack ship was designed for only one mission: military conquest. The systems on board have been optimized to defeat any force posing as a threat to the Dominion. The attack ship has been used extensively in the Gamma Quadrant to defeat the forces of spacefaring civilizations and bring most of the quadrant under the Founder's heel, and threatened the Federation and its allies in the Alpha Quadrant during the Dominion War. These vessels serve as the Dominion's primary enforcers

Features

Weighing 2,450 metric tons, the Jem'Hadar attack ship is comparable in size to the Klingon Empire's *B'rel*-class bird-of-prey, but packs a great deal of punch and speed for a vessel of its size. It is designed for the sole purpose of overcoming threats to the Dominion and eliminating them. It serves as a hard-hitting weapon capable of crippling starships much larger than its size.

The Jem'Hadar attack ship is armed with phased polaron beam cannons that were especially crippling to Alpha Quadrant vessels during their initial encounters. The deflector shield systems on board Starfleet's starships were not designed to withstand such an attack; the phased polaron beam cut through shields as though they were nonexistent. Later upgrades to Starfleet's deflectors compensated for this initial advantage. Jem'Hadar deflectors are designed not only to repel Alpha Quadrant weapons fire, but also disable tractor beam locks as well.

Like other systems on board, the Jem'Hadar attack ship includes robust operation systems. Highly sophisticated sensors are capable of tracking multiple targets in multi-ship engagements. Encounters with Klingon and Romulan starships indicate this class's sensors are designed to detect cloaked opponents, possibly by continuously scanning for antiprotons. Transporter systems possess the capability to penetrate through raised shields, allowing the Jem'Hadar to deposit boarding parties as needed. (Use the rules for penetrating shields with transporters on page 108 of the *Star Trek RPG Narrator's Guide*; Jem'Hadar ships do not have to determine the target's shield frequency).

In addition to the ship's highly efficient warp drive and impulse engine systems, Jem'Hadar attack ships incorporate an ion drive as a secondary propulsion system. Should an attack cripple or disable the ship's impulse engines, they can engage this redundant engine.

These ships typically travel in threes, bringing to bear their combined maneuverability and firepower to overwhelm an opponent through continuous weapons barrage. Individual ships break formation as an evasive maneuver, giving enemy gunners multiple targets from which to choose, and possibly taxing their targeting computers. The ships then re-form for their strafing runs. In the event this and similar tactics are ineffective, attack craft have been known to launch a suicidal ramming maneuver against an opposing starship.

Phased Polaron Beam

Polarons are subatomic particles that can be used to unmask cloaked ships. Starfleet avoids polaron beam weapons, though, because prolonged exposure to polarons is usually lethal. The Klingons and Romulans reject employing these weapons because residual particles could destabilize their cloaking devices. The Jem'Hadar, however, have no misgivings about their use.

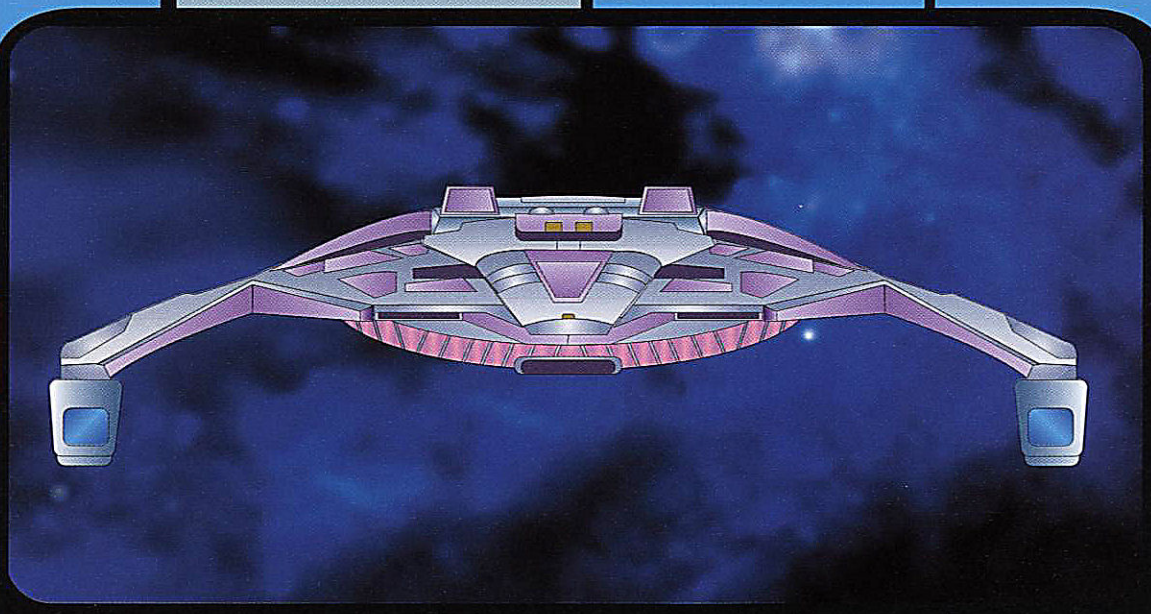
Alpha Quadrant ship encountering Jem'Hadar attack ships prior to the Dominion War (2370) are considered to be without shields against phased polaron weapons, providing no resistance (threshold) to stop incoming attacks. A TN 25 Systems Engineering (Deflector Systems) test can determine the nature of the limitation while an extended test of the same kind with a total TN of 100 is required to implement the solution (every attempt represents twelve hours).

By the start of the Dominion War, however, Starfleet develops effective countermeasures and deploys them throughout the fleet. In other words, by the time of the initial attack on Deep Space 9 (2373), the shields are considered effective during game play combat with these ships.

Background

Jem'Hadar attack ships have proven themselves to be frustrating adversaries since Starfleet's first encounter with them in the year 2370. The *U.S.S. Odyssey*, a Federation *Galaxy*-class starship, was dispatched to the Gamma Quadrant to investigate threats to Alpha Quadrant travelers to the Gamma Quadrant posed by an unknown species. Three of the Jem'Hadar attack ships engaged it shortly after its arrival in the Gamma Quadrant, destroying the much larger starship as it retreated. All hands, including Captain Keogh, were lost.

The following year 150 Jem'Hadar attack ships wiped out a combined task force of 20 *D'deridex*- and *Keldon*-class ships amassed by the Cardassian Obsidian Order and



Jem'Hadar Attack Ship

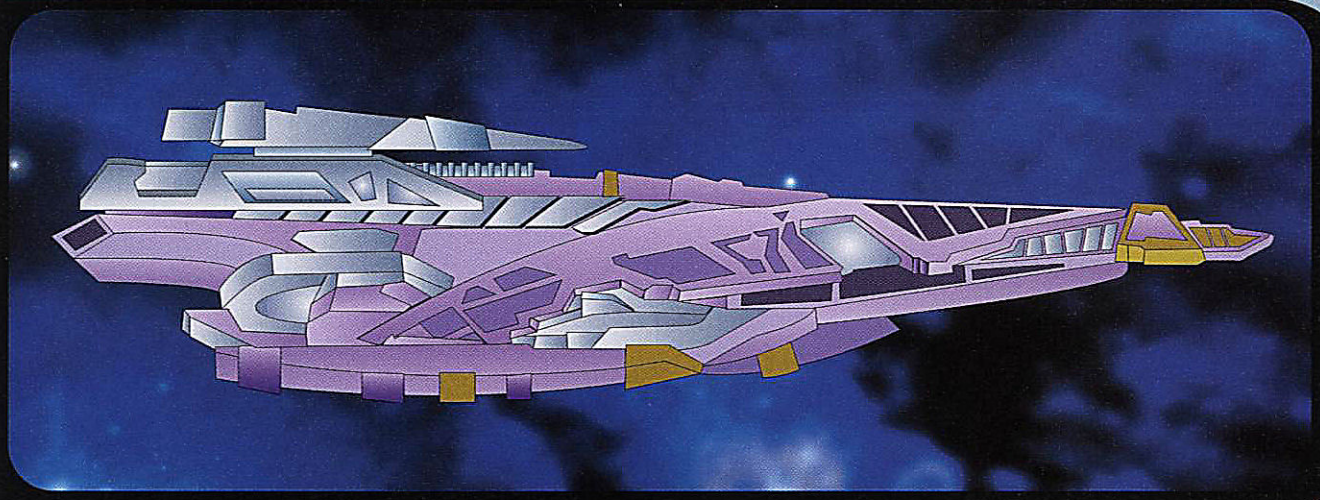
Fast Attack Ship; Commissioned: 2360

Romulan *Tal Shiar* to attack the Founders' homeworld in the Omarian Nebula. A year after that, two of these ships disrupted a trade conference held onboard the *U.S.S. Defiant*. Throughout the Dominion War, attacks on Starfleet and Klingon construction facilities, raids on strategically located starbases, and frequent engagements between attack ships and Alpha Quadrant forces decimated the Founder's opponents.

During the war, the Dominion moved production facilities to the Alpha Quadrant for strategic reasons, notably placing them inside Cardassian space. While Starfleet seized control of the construction installation on Soukara after the Dominion War, it is possible other, secret facilities continue production. Inconclusive evidence suggests rogue Jem'Hadar attack ships still operate in the area of the Badlands after the Dominion conflict, though it is unknown whether they continue the Dominion War conflict or have simply turned to piracy. Suggestions that a Ferengi arms merchant has assembled a working attack ship from salvaged parts continue to be unproven.

Ships in Service

Name	Registry	Notes
Fighter 10	Not applicable	Captained by Luaran; modified with Breen energy dampening weapon; captured by Cardassian Resistance and later destroyed by Dominion fighters
Fighter 23	Not applicable	Commanded by the Vorta, Gelnon
Fighter 37	Not applicable	Destroyed during the first battle of Chin'Toka III
Fighter 47	Not applicable	Destroyed in ramming attack on Klingon Vor'cha-class battleship during the first battle for Chin'Toka III
Fighter 57	Not applicable	Destroyed by solar flare ignited by Klingon vessel
Fighter 62	Not applicable	Destroyed by runabout U.S.S. Rio Grande
Fighter 67	Not applicable	Destroyed by U.S.S. Defiant during the Siege of AR-558.
Fighter 73	Not applicable	Commanded by the Vorta Weyoun-7 and later Weyoun-8
Fighter 81	Not applicable	Sabotaged by Cardassian Resistance
Fighter 82	Not applicable	Destroyed in ramming attack on U.S.S. Odyssey
Fighter 93	Not applicable	Reported missing by Dominion Central Command
Fighter 102	Not applicable	Found derelict near Tholian territory known as the Vela Expanse
Unknown	Not applicable	Recent reports by Ferengi starships suggest as many as three ships continue to operate near the Badlands



Jem'Hadar Warship

Battle Cruiser; Commissioned: 2361

PROPULSION DATA

Impulse Systems: DIIU-2 (.92c/D)
Warp System: DIPU-6 (5/9.4/9.7) (E)

HULL DATA

Structure: 65
Size/Decks: 8/40
Length/Height/Beam: 639.75/204.97/568.44
Complement: 2,500

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 80
Cloaking Device: None
Life Support: Class 4R (EE)
Operations System: Class 4R (EE)
Sensor System: Class 4 (+4/E)
Separation System: None
Shuttlebay: 1 AD, 1 FD
Shuttlecraft: 16 size worth
Tractor Beams: 2 AD, 1 FD
Transporters: 6 Standard, 6 Emergency

TACTICAL DATA

Phased Polaron Beams: DPB-3 (X6/D)
Penetration: 7/7/6/0/0
Deflector Shield: FSQ (D)
Protection/Threshold: 17/4

MISCELLANEOUS DATA

Maneuver Modifiers: +3 C,–1 H, +3 T
Traits: Enhanced System—Sensors (+5 to System Operation (Sensor) tests made when detecting cloaked ships); Enhanced System—Shields (treat Size as 6 when targeted by tractor beams); Design Defect—Shields (–4 protection from above)

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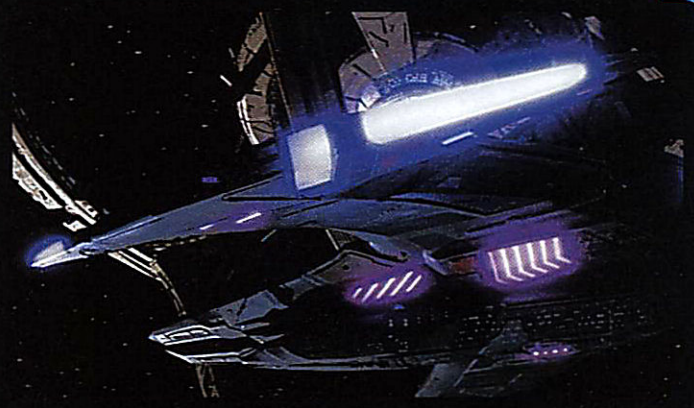

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Mission

Built in an unknown location beyond the Bajoran Wormhole, these 4,215,000 metric ton monstrosities are the largest starships fielded by the Jem'Hadar. Like their smaller cousins, the attack ship, these vessels are designed with military conquest and occupation in mind. They possess sufficient firepower to threaten several starships at once, and serve as orbital platforms for planetary invasion, and are always escorted by at least four wings of three Jem'Hadar attack ships. A small fleet of these vessels penetrated deep into Federation space and successfully occupied the planet Betazed.

Features

The Jem'Hadar warship is perhaps the most powerful military starship known to Starfleet, with the exception of Borg vessels. They incorporate many of the same systems found on the smaller Jem'Hadar attack ship—including tactical, operations, and propulsion—but their sheer size makes them difficult to combat.

As with the attack ship, the Jem'Hadar warship uses phased polaron beam weapons. These weapons are the keystone to Jem'Hadar battle strategies. Due to their size and poor maneuverability warships make little or no effort at evasive maneuvers, instead concentrating attacks. Vorta commanders attack their targets in priority to both the enemy's combat capability and relative position. They focus on targets closer to the warship, or those who pose the biggest threat to their ships. The deflector shield systems on board Starfleet's starships were not designed to withstand phased polaron beam attacks, although later upgrades to Starfleet's deflectors compensated for this initial advantage (see the Phased Polaron section on page 23). Like the attack craft, the shields on a warship are not only resistant to Alpha Quadrant weapons but to their tractor beams as well. After successfully capturing a downed warship from the surface of Torga IV, Starfleet scientists discovered a vulnerability to attacks directly from above because of shield weaknesses in the ship's dorsal shield emitters.

Operations systems, like those on board the Jem'Hadar attack ship, have been optimized for the ship's combat role. Command and control systems require the use of a virtual display headset, as the bridge lacks a central viewscreen. Designed solely for the use of the Jem'Hadar and their Vorta leaders, this makes commandeering a warship a difficult proposition; while Cardassians appear to be able to use the device with little difficulty, they cause severe eyestrain in others (-4 to Command maneuver tests). Highly sophisticated sensors are capable of tracking cloaked vessels. Transporter systems possess the capability to penetrate through raised shields (use the rules for penetrating shields with transporters on page 108 of the *Star Trek RPG Narrator's Guide*; Jem'Hadar ships do not have to determine shield frequency first), and each ship has a large complement of transporters to efficiently deploy ground forces for planetary invasion.

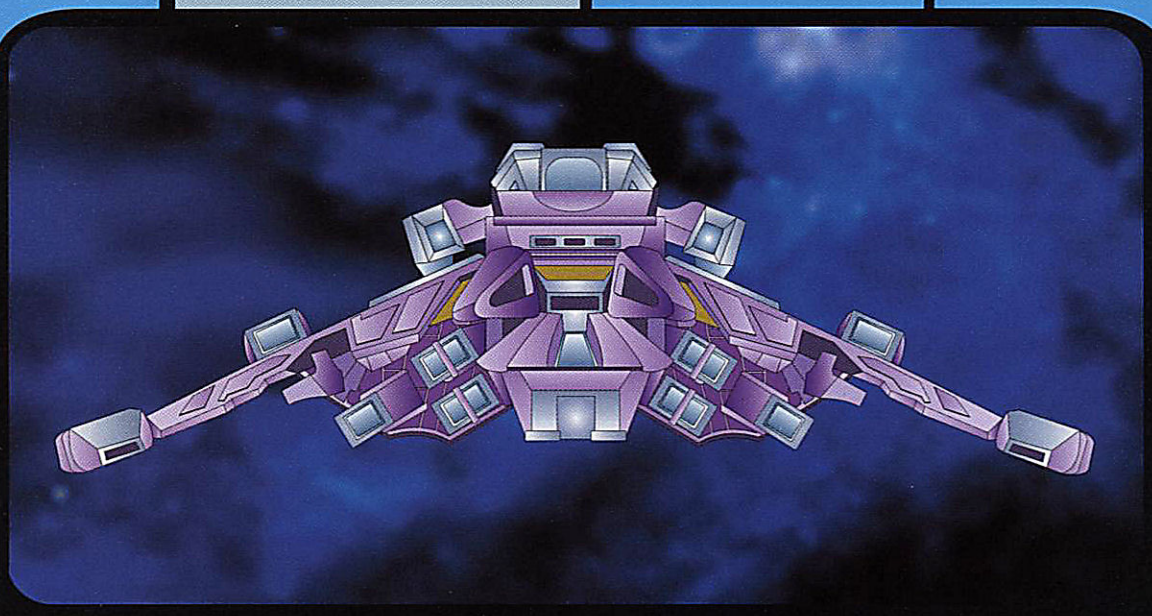
Jem'Hadar warships utilize highly efficient matter-antimatter warp drives, but for impulse speeds they employ ion propulsion. A highly efficient propulsion system, ion drives use magnetic fields to drive electrically charged gasses. This propulsion system leaves a faint but distinctive trail of residual gas making it a good indicator that a warship has recently passed through the area.

Background

Jem'Hadar warships have proven themselves to be formidable opponents. Prior to the Dominion War, in 2371, the *U.S.S. Defiant* encountered several warships while searching the Gamma Quadrant for the Founders, the shape-shifting leaders of the Dominion. But it was not until a convoy of Jem'Hadar warships emerged through the Bajoran Wormhole on a course towards Cardassia Prime that the Dominion War began. Throughout the conflict, these warships took a heavy toll on Starfleet vessels, decimating the fleet.

Klingon *B'rel*-class ships proved to be much more difficult an opponent. Klingon captains continually weaved and maneuvered towards their warship objectives, throwing off the tactics of their commanders. In order to attract the attention of defending Jem'Hadar attack ships, the Klingons focused their fire on the command ship. When the defending Jem'Hadar ships turned to protect themselves, the Klingons would promptly return to attacking the command ship, much like an Earth wolf pack attacking a herd of elk.

Later in the war, these warships demonstrated their effectiveness as an orbital weapons platform. On stardate 51721, the Dominion successfully penetrated deep into Federation space and conquered and occupied the planet Betazed. In the final, decisive battle of the war over Cardassia Prime, a fleet of these ships amassed enough firepower to hold off attacking Federation, Klingon, and Romulan fleets; fortunately, the Jem'Hadar did not account for a rebellion by Cardassian starships, which tipped the battle in the Alpha Quadrant's favor.



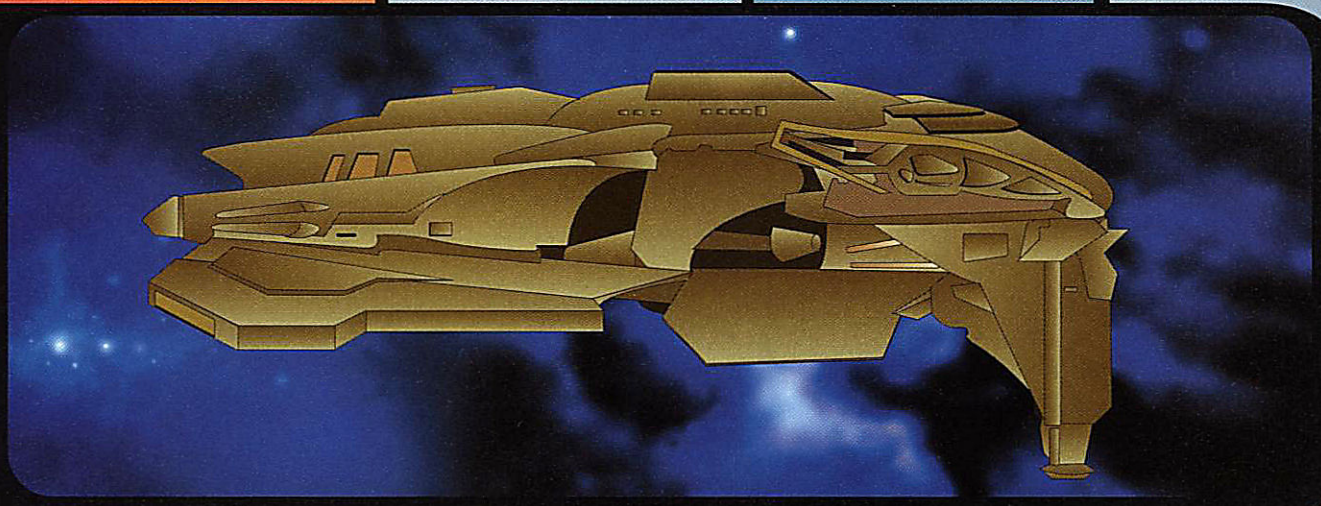
Jem'Hadar Warship

Battle Cruiser; Commissioned: 2361

In a stroke of luck, a Starfleet science team led by Captain Benjamin Sisko discovered a crashed warship on the barren planet of Torga IV (located in the Gamma Quadrant). After a brief stand-off with the Jem'Hadar survivors, Starfleet secured the ship and studied it for weaknesses and possible counterattack strategies. It is possible additional derelict warships exist elsewhere, in the Alpha Quadrant, waiting to be discovered. Should some force—the Romulans, Klingons, or Orions, for example—obtain access to their own warship, it is unknown what technological advancements they could realize.

Ships in Service

Name	Registry	Notes
Battle Cruiser 9	Not applicable	Crashed on Torga IV in the Gamma Quadrant; recovered by Captain Sisko; later used to infiltrate Dominion space where it crash landed on a planet hidden in a dark matter nebula
Battle Cruiser 44	Not applicable	Gul Dukat ordered this ship to transport Tekeny Ghemor to Deep Space Nine
Battle Cruiser 55	Not applicable	Commanded by the Vorta Ambassador Weyoun
Battle Cruiser 59	Not applicable	Destroyed U.S.S. Valiant and her Red Squad crew
Battle Cruiser 61	Not applicable	Led the Dominion's fleet of 1,254 ships to defend the captured Deep Space 9
Battle Cruiser 68	Not applicable	Led reinforcement fleet of 2,000 Dominion ships from the Gamma Quadrant; disappeared when Prophets sealed the Bajoran Wormhole with fleet in transit
Battle Cruiser 85	Not applicable	Led the Dominion fleet at Chin'toka III
Battle Cruiser 91	Not applicable	Destroyed by the U.S.S. Venture during the Battle of Cardassia.
Battle Cruiser 109	Not applicable	Found derelict on border of Tholian space
Battle Cruiser 112	Not applicable	Led attack on Goren System
Battle Cruiser 122	Not applicable	Destroyed in Second Vulcan Offensive
Battle Cruiser 134	Not applicable	Commanded by the Vorta Weyoun-23; participated in the Battle of Tyra (98 Starfleet ships destroyed)
Battle Cruiser 222	Not applicable	Commanded by the Vorta Eris-23; participated in Second Vulcan Offensive, invasion of Betazed, and Battle of Chin'toka.



Kazon Shuttle

Impulse Shuttlecraft; Commissioned: 2346

PROPULSION DATA

Impulse Systems: FIG-2 (.9c/C)
Warp System: None

HULL DATA

Structure: 25
Size/Decks: 2/1
Length/Height/Beam: 28/3.5/7
Complement: 6

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 2
Cloaking Device: None
Life Support: Class 2R (C)
Operations System: Class 2R (C)
Sensor System: Class 3a (+3/C)
Separation System: None
Shuttlebay: Not applicable
Shuttlecraft: Not applicable
Tractor Beams: 1 FV
Transporters: None

TACTICAL DATA

Type II Phasers: (X8/B)
Penetration: 4/4/4/0/0
Deflector Shield: CIDSS-1 (A)
Protection/Threshold: 13/1

MISCELLANEOUS DATA

Maneuver Modifiers: –1 C, +2 H, +1 T
Traits: Jury Rigged (Impulse, Life Support, Operations, And Sensor Systems)

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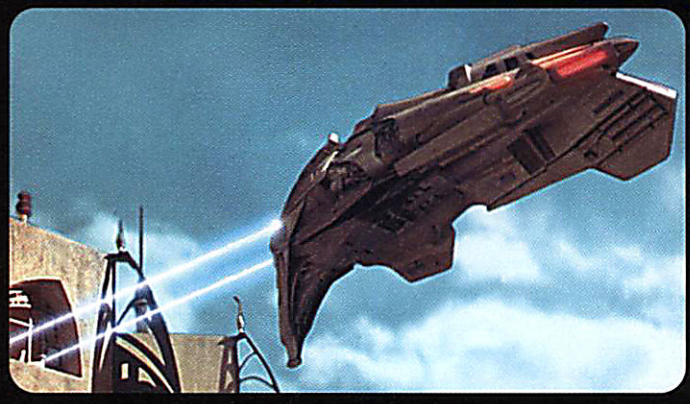

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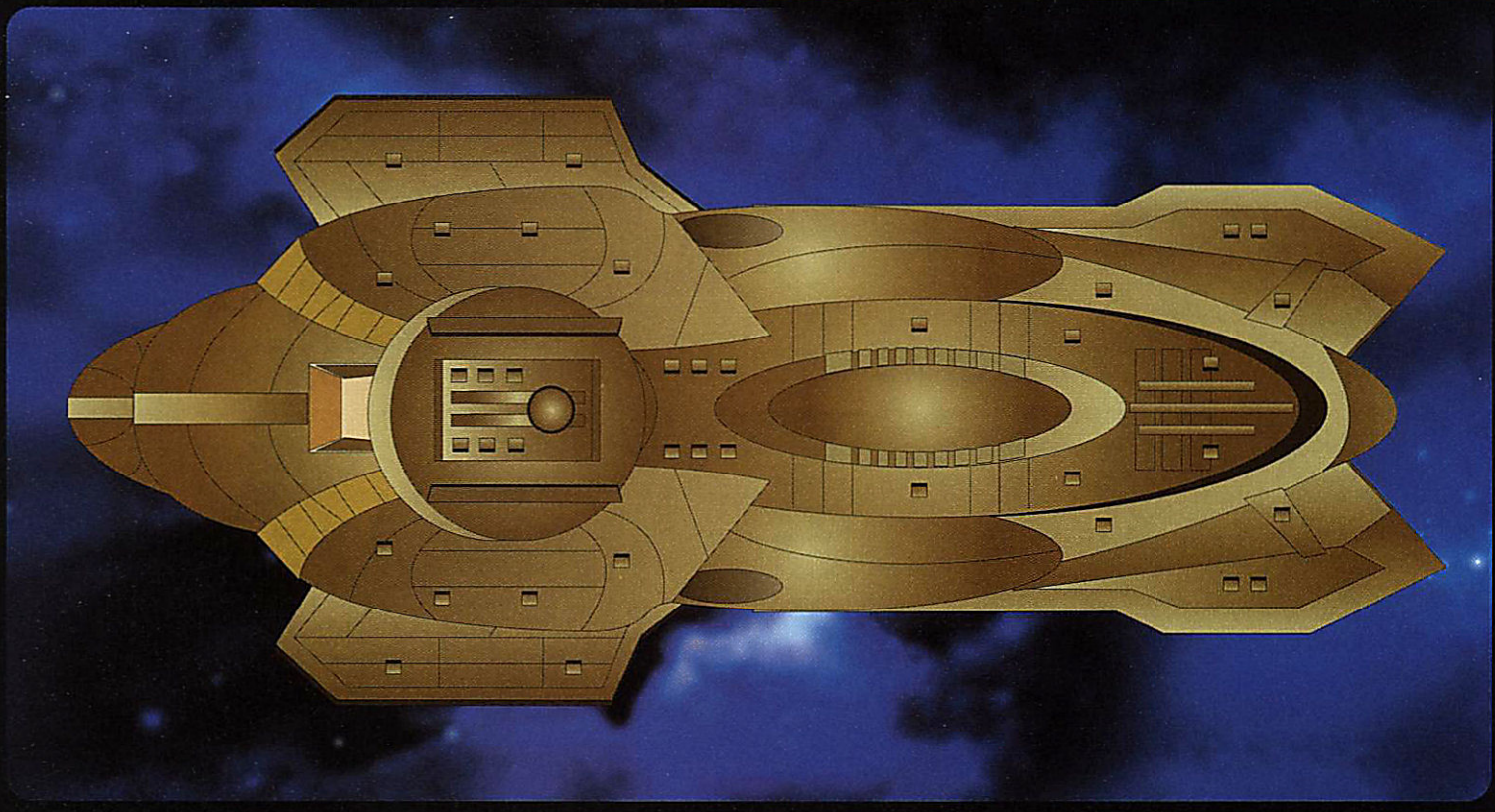

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Mission

Kazon shuttles provide a support role to the much larger *Predator*-class battle ships the various Kazon sects use to roam throughout the Delta Quadrant. They perform a wide variety of missions, transporting manpower and materiel between their titanic home-ships and colonies, surveying potential targets for planetary raids, and scavenging for supplies. They are a particularly effective means of short-range transportation when the Kazon do not want to divert their larger ships; they are a common sight at larger interstellar trade centers.

Although all sects of the Kazon Collective utilize these craft, the Kazon-Nistrim, one of the Collective's most violent sects, employs them in a combat role. The Nistrim deploy these craft to harry the flanks of their opposition in particular, though on at least one occasion they modified a shuttle to withstand collision with a larger ship and penetrate its hull. It remains unknown if the use of these "torpedo shuttles" has become more widespread.

Features

Like all their spacecraft (and much of their technology), the shuttle's design is not indigenous to the Kazon but rather is of Trabe design, confiscated when the Kazon successfully overthrew their technologically superior overlords. Although the Kazon know a great deal about operating their vessels, they lack the technological sophistication to maintain them. This counter's the shuttle's durability and dependability, as systems degrade over time without proper maintenance or repair.

Intended as a short-range support craft, the Kazon shuttle lacks warp speed capability. The ship's simple impulse drives were intended to transport the shuttle between two points, and not at great speed, but the craft is highly maneuverable. Cargo areas provide enough space for some consumables (mostly emergency rations), but were expanded by the Kazon by removing seats and non-essential equipment. It has solid life support, computer, and operation systems comparable to those of the Federation, but many of the systems on board are jury rigged, degrading their effectiveness. Tactical systems are relatively weak and primitive.

The Nistrim sect sometimes utilizes their shuttles as fighters, though not originally designed for combat and not particularly well armed or armored. Because their shuttles can withstand only a few hits, Nistrim pilots compensate for the shuttle's deficiencies by relying on offensive maneuvers over evasive actions in order to successfully attack before they're destroyed by enemy fire. They seldom fly in organized wings but rather attack individually. Although this makes their tactics difficult to predict, accidental collisions between two shuttles are not unheard of.

The Nistrim sect modified one of these shuttles to survive collision with a larger starship and penetrate the hull. The "torpedo shuttle" was not designed to be operational after impact, just survive; the Nistrim used the shuttle in a one way, *kamikaze*-style attack and deposit intruders on board the *U.S.S. Voyager*. In this case, the crew was expected to successfully commandeer their prize, or die trying. The reinforced nose plating was configured in such a way as to pierce a starship's hull while absorbing the energy of impact. The ship's impulse engines were dangerously modified to exceed their specifications and provide increased velocity.

The Raider Variant

Called *Raiders*, these small shuttles are equipped with reinforced nose armor and are sometimes used to literally ram into enemy vessels without destroying it. The action itself is handled per the standard rules found in the *Star Trek RPG Narrator's Guide* on page 119. The number rolled when the pilot of the Kazon shuttle makes a System Operation skill test, however, reduces the reciprocal damage by the total of the die roll. To include one of these shuttles, make the following changes:

- Reduce the Life Support, Operations, and Sensors Systems to Class 2 (B).
- Reduce the number of Type II Phasers to (X4/A) and its penetration to 3/3/2/0/0.
- Increase the shuttle's structure to 30.

Background

The Kazon have used the Trabe-designed shuttle since they overthrew their conquerors after a long period of domination. Despite their once-great technological advancements prior to Trabe dominion, the Kazon have long since lost the capability to produce their own vessels. Kazon-piloted shuttles quickly became a recurrent sight in the region formerly controlled by the Trabe, and bounded by the Talaxian and Ocampa systems. Talaxian merchantmen in particular frequently encountered Kazon shuttles, alternately transporting supplies purchased from them or attacking their freighters. The Kazon-Ogla sect, maintaining a small settlement on the Ocampa homeworld, often

Kazon Shuttle

Impulse Shuttlecraft; Commissioned: 2346

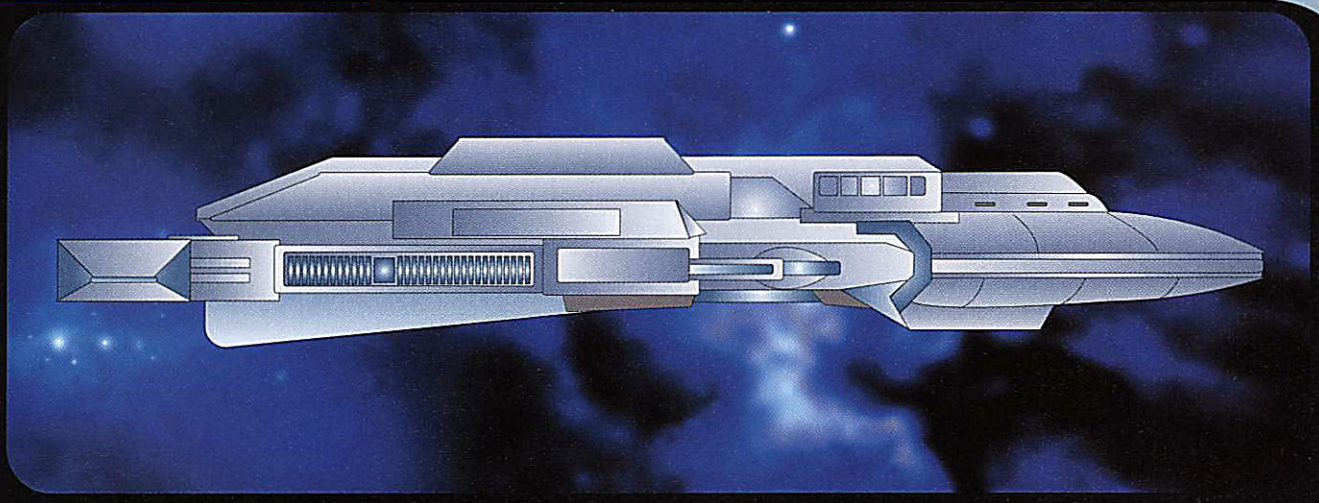
used these shuttles to ferry manpower and materiel between the planet's surface and their large, nomadic cruisers.

Starfleet first encountered the Kazon shuttle with the abduction of the *U.S.S. Voyager* by the entity known as the Caretaker. *Voyager*'s arrival altered the balance of power in the region by bringing with it a number of technological advancements coveted by various Kazon sects. On stardate 49211.5, Jal Culluh, leader of the Nistrim sect, successfully orchestrated a raid on the *U.S.S. Voyager* by using a modified Kazon shuttle to pierce her hull. In another attempt to capture *Voyager*, a shuttle piloted by a member of the Kazon-Nistrim sect was brought aboard and the pilot detonated himself, crippling the Federation ship.

With the *Voyager*'s departure from Kazon space, the various sects returned to raiding shipping and stealing what advanced technology they could find. The Kazon-Nistrim's success with the shuttle as an offensive weapon encouraged other sects to follow suit (even as the Kazon-Nistrim diminished in power and standing). The Kazon-Vistik and Kazon-Oglamar sects have experimented with replacing the shuttle's original Trabe-designed weapons with whatever they could find, with limited success. All sects have attempted to construct these shuttles on their own, to make up for increased losses as their combat role has expanded. And several Talaxian free traders have reported spotting a warp-capable shuttle conducting raids along the Talaxian-Haakonian trade corridor.

Ships in Service

Name	Registry	Notes
Hobii-Surat	Trabe Designation 12	Frequently used as a decoy in Kazon-Hobii surprise attacks
Nistrim Rugova	Trabe Designation 52	Modified Kazon-Nistrim shuttle used in raid on U.S.S. Voyager to obtain transporter technology
Nistrim Zaran	Trabe Designation 71	Shuttle piloted by Tierna in a "Trojan horse" attack that crippled the U.S.S. Voyager.
Ogla Koke	Trabe Designation 68	Kazon-Ogla shuttle abducted by the Borg
Oglamar-Surkan	Oglamar-1	Prototype shuttle of Kazon manufacture; self-destructed during impulse engine test
Relora-Keldar	Trabe Designation 102	Modified Kazon-Relora shuttle used in attempted assassination of Jal Culluh (Kazon-Nistrim)
Vistik Hax	Trabe Designation 75	Kazon-Vistik shuttle piloted by Jal Sittik, a notorious pirate among Talaxian merchantmen



Orion Harmony-class

Fast Escort; Commissioned: 2365

PROPULSION DATA

Warp System: LF-45 (6/9.6/9.9) (C)
Disruptors: GDM-3 (x4/B)

HULL DATA

Structure: 20
Size/Decks: 4/4
Length/Height/Beam: 110/24/55
Complement: 10

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 45
Life Support: Class 1 (B)
Operations System: Class 1 (B)
Sensor System: Class 4a (DD)
Separation System: No
Shuttlebay: 1 a
Shuttlecraft: 2 Size worth
Tractor Beams: 1 ad
Transporters: 1 standard, 1 cargo
Impulse System: FIG (.9c) (C)

TACTICAL DATA

Penetration: 4/4/4/0/0
Deflector Shield: CIDSS-4 (BB)
Protection/Threshold: 16/3

MISCELLANEOUS DATA

Maneuver Modifiers: +1 C, +3 H, +0 T
Traits: Monotanium Plating

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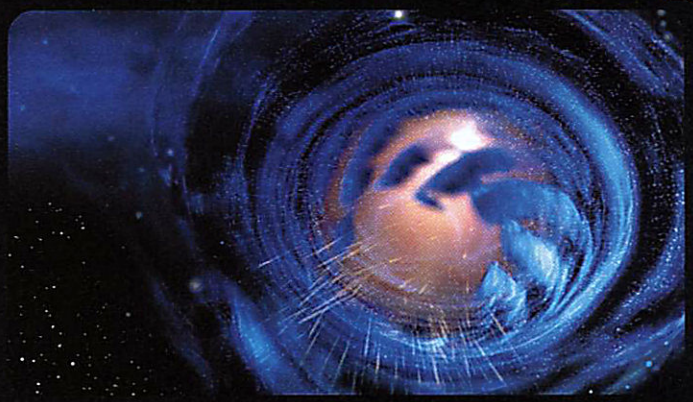

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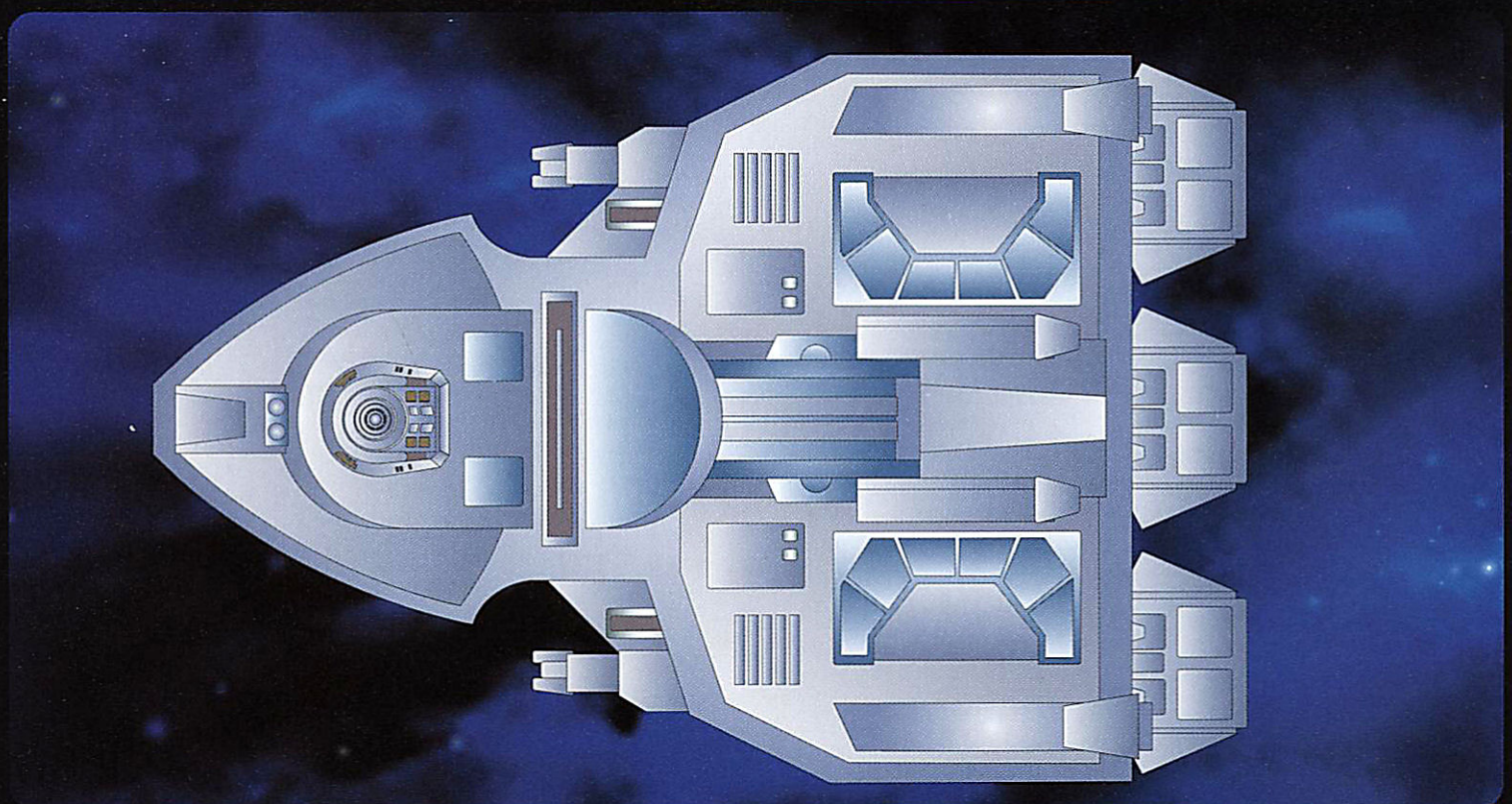

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Mission

A fast escort, the Orion starship *Blue Star* construction firm designed the *Harmony*-class as a lightly armed but exceptionally fast vessel, ostensibly for pleasure cruises. While many proprietors use it in this way, either commercially or privately, the ship is also ideal for slipping past defenses and patrol vessels. Employed exclusively in the private sector, these ships saw extensive use by smugglers and merchantmen seeking quick and unobtrusive passage through star systems.

Features

The *Harmony*-class fast escort is notable for several features that combined to form one of the most popular civilian spacecraft in the quadrant. Foremost among these is the inclusion of the LF-45 advanced linear warp drive, which at the time had not been declassified for civilian use. The fastest and most efficient propulsion system of its time, it is capable of a cruising speed of warp 6, and, should circumstances dictate, is capable of warp 9.9—able to outrun all but the fastest starships then in service. At sublight speeds the FIG-rated impulse drive provides sustained thrust up to .9c, making it difficult to catch at relativistic speeds.

Further augmenting the class, the design includes the proven GDM-3 disruptor banks used by the Klingon Defense Force on their *B'rel*-class bird-of-prey, supposedly for protection against piracy. And the *Harmony*-class incorporates a retractable hardpoint mount installed at no extra charge. The CIDSS-4 shield system, a long-proven mainstay in the field, provides excellent protection against both energy weapons and spatial disturbances. Finally, mono-refracting hull plating was included to ensure the privacy of passengers, giving these ships a highly-rated sensor stealth capability. It remains unknown how the Orions obtained this technology.

Adding to the ship's functionality, the *Harmony*-class is streamlined for atmospheric entry and can carry a not insignificant amount of cargo, presumably consumables for long trips. Her aft shuttlebay stores a private skiff for personal use, suitable for planetary landings if required.

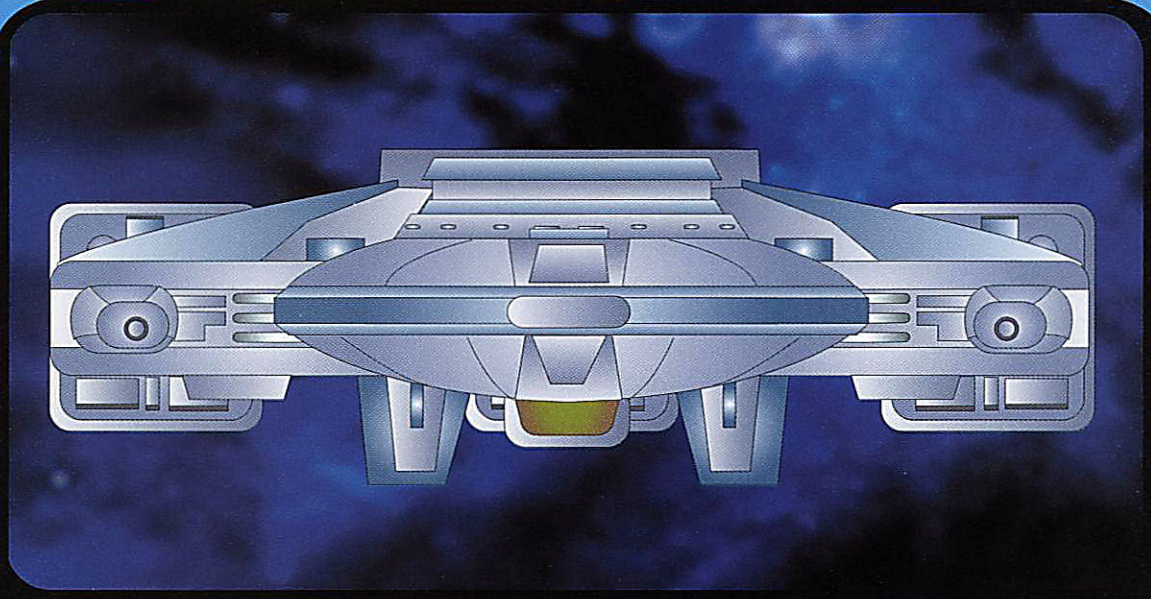
Background

Originally designed as a simple luxury yacht, the *Harmony*-class emerged from the Rigel system in 2365 as an extremely fast and well-equipped blockade-runner. Touted as a "personal fast escort," the configuration of the *Harmony*, and its dubious design lineage, leaves little doubt as to the vessel's intended clientele.

Starfleet was disturbed to see their LF-45 warp engine design, which had only recently reached wide-scale production, show up in a private sector ship; Starfleet Intelligence later tracked this back to the work of the Orion Syndicate. While not technically illegal, possession of the GDM disruptor banks without a permit is frowned upon in most systems; the Klingons, however, weren't pleased by their inclusion in the design. Owners of *Harmony*-class ships circumvent this by using the retractable hardpoint mounts to hide the weapons inside the mono-refracting hull. This, in essence, masks their presence completely, and, conveniently enough, the vessel and its cargo as well.

Sales of the *Harmony*-class were halted in 2367, after lengthy negotiations between the Orion government and Federation, although persistent rumors suggested that Blue Star construction continued production until 2368. Another rumor maintains that the company sold the blueprints to the Boslics, who continue manufacturing these ships, and get around discovery by registering new ships under old registry numbers. In the meantime, Starfleet tightened internal security at the Advanced Starship Design Bureau.

In the past few years *Harmony*-class vessels have been showing up with more regularity, due to a brisk business on the black market, but thankfully in the hands of what appear to be legitimate owners. In any case, the seizure and search of these lawfully purchased vessels creates a difficult line that Starfleet captains are reluctant to cross. Until such time that the manufacturer can be tracked down, Starfleet captains and system patrol craft are advised to keep a close eye on any *Harmony* fast escorts that make an appearance.



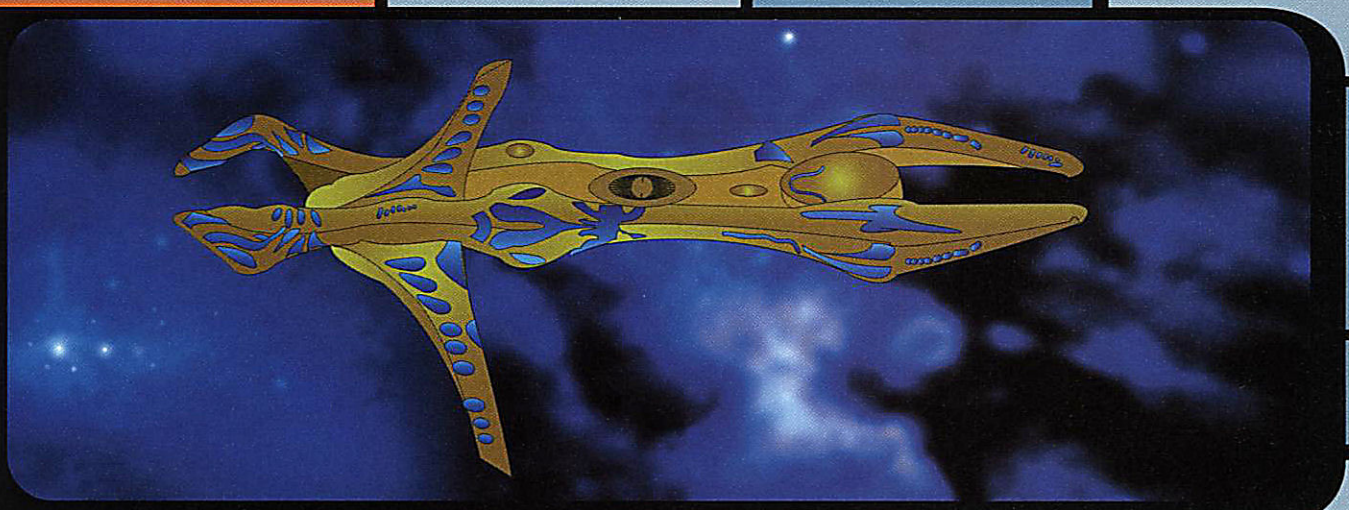
Orion Harmony-class

Fast Escort; Commissioned: 2365

Ships in Service

Civilian registries vary depending on the port of origin but are linked by the Federation Interstellar Permit Act, Section 5, Parts A, C, and D.

Name	Registry
S.S. Catapult	NFT-77382
S.S. Cutty Sark	NFT-77309
S.S. Dragon's Fang	NFT-77352
S.S. Dreamer	NFT-77327
S.S. Dutchman	NFT-77744
S.S. Enigma	NFT-77391
S.S. Hellcat II	NFT-77482
S.S. Lancer's Folly	NFT-77349
S.S. Mercury	NFT-77261
S.S. Nomad	NFT-77620
S.S. O'me	NFT-77321
S.S. Ona's Riches	NFT-77304
S.S. Orzabal	NFT-77612
S.S. Star of Menon	NFT-77389
S.S. Scimitar	NFT-77713
S.S. Zenith	NFT-77365



Species 8472 Bioship

Battleship; Commissioned: c.2274

PROPULSION DATA

Impulse Systems: FIHa (.9c/F)
Warp System: Quantum Slipstream Drive (9.99999) (C)

HULL DATA

Structure: 120
Size/Decks: 10/180
Length/Height/Beam: Variable
Complement: 1

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 100
Cloaking Device: None
Life Support: 4R (EE)
Operations System: 4R (EE)
Sensor System: Class 3a (+3/CC)
Separation System: None
Shuttlebay: None
Shuttlecraft: None
Tractor Beams: 1 FV
Transporters: 1 Standard

TACTICAL DATA

Energy Drain: (X1)
Penetration: See Description
Deflector Shield: FFS-3
Protection/Threshold: 18/4

MISCELLANEOUS DATA

Maneuver Modifiers: –1 C, +2 H, +1 T
Traits: Weakness (Disease)

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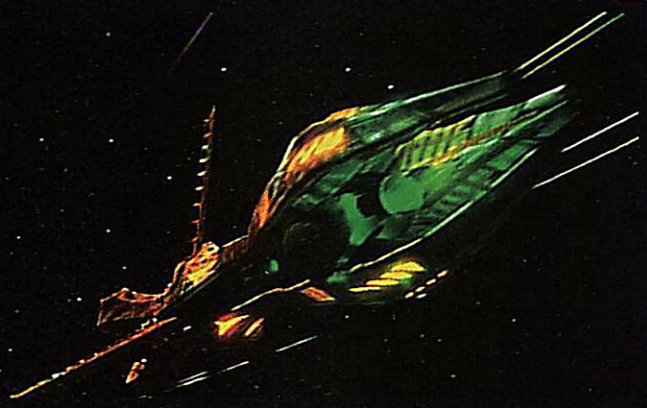

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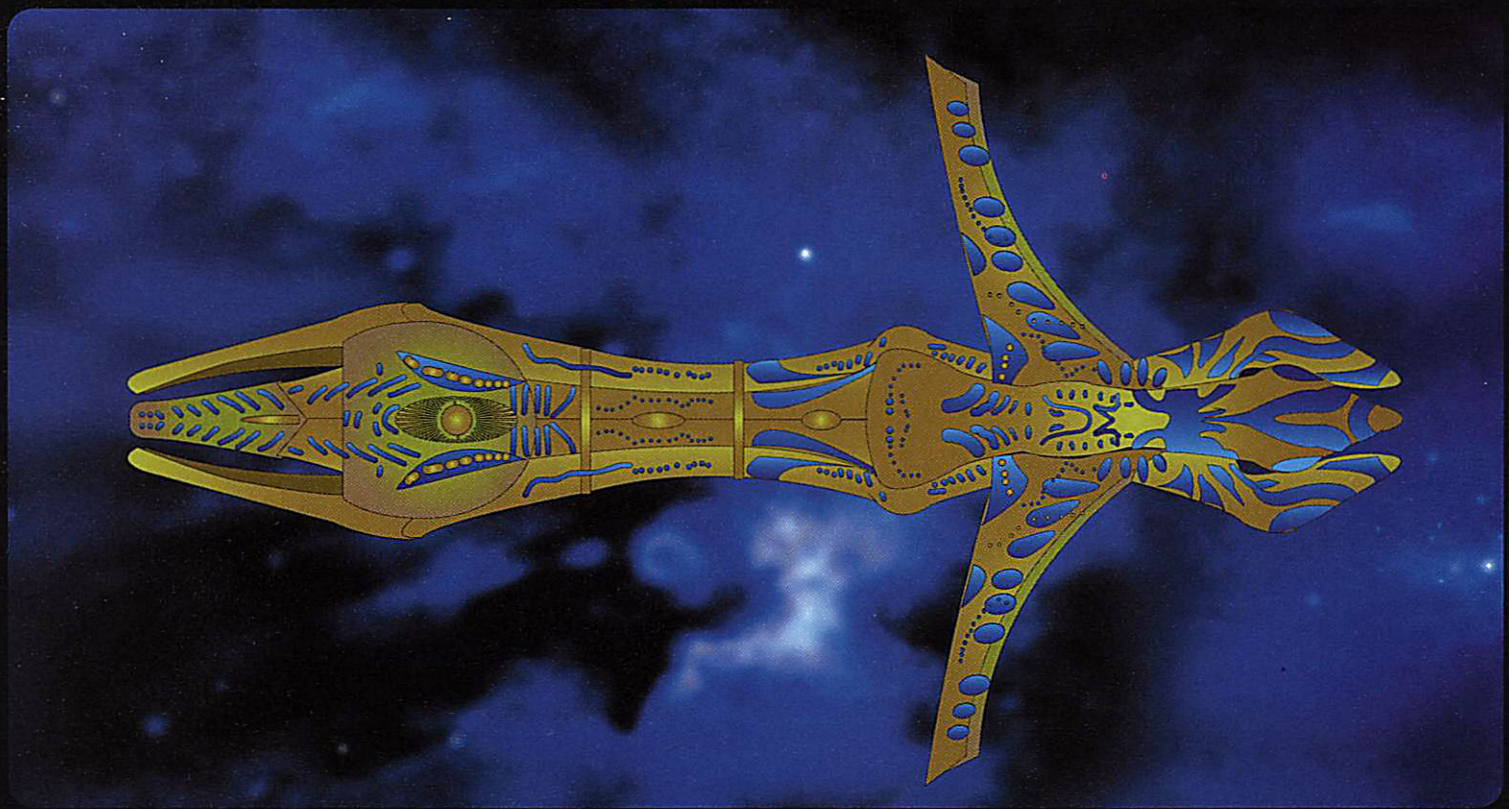

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Mission

Nothing is known about the primary mission of the Species 8472 bioship. Species 8472 originates from a dimension of fluidic space, and attempts to learn more about the species and their technology have so far proven difficult. Only three encounters between bioships and the *U.S.S. Voyager* occurred while in the Delta Quadrant, and their motivations, physiology, and technology remains a mystery.

The 8472 bioship is heavily armed, suggesting a strong military role for the ship, yet a reconnaissance, scientific, or exploratory role cannot be ruled out. The vessel's intended mission and the species' motivation behind their construction cannot be reliably speculated upon.

Features

The Species 8472 bioship is not the first organic ship encountered, though it is the first known to exist in great numbers (at least 150 according to the logs of the *U.S.S. Voyager)*. Constructed of the same genetic material as the members of Species 8472, the organic material of the bioship is capable of healing itself after an attack, and the interior systems mimic those of an organic life-form. *Voyager* crew members were able to infiltrate a bioship, and reported veins functioning as conduits for electrodynamic fluid (perhaps in a function similar to an electroplasma system), and the use of neuropeptides as a data transfer medium (similar to a starship's optical data network). This has led to speculation that the bioship possesses some kind of organic brain to serve the function of a computer core, and perhaps even a matter/antimatter "heart" to power the bioship's systems.

Organic Hull

The bioships of Species 8472 possess remarkable recuperative powers. The organic material of their hulls allow them to heal damage. All bioships possess this starship edge.

Effect: At the end of every starship combat round, the bioship heals 10 points of structural damage up to the ship's maximum structure. This occurs every round until all damage is repaired.

As with much about Species 8472 and their technology, the nature of the bioship's construction remains a mystery. It's likely the ships are grown rather than built, perhaps from a DNA sample from the pilot. It is believed that, although seemingly alive, the ships cannot breed and have no independent will. However, as with all aspects of Species 8472, it is not safe to speculate.

These spacecraft have the ability to change shape depending on their operational mode. Traveling at high speed, the ship's fins adopt a more aerodynamic shape by spreading out toward the aft of the ship, likely optimizing the ship to travel through the low-density matter of fludic space. The fins fold forward into the main body of the ship when stopped. And when powering up to discharge its bio-kinetic energy weapon, the fins move to the craft's midship as the vessel shortens in length and trunk expands to form a kind of barrel.

These ships are extremely powerful; one bioship can destroy a Borg cube. Acting as a unit, a group of eight bioships can focus their energy in a ring around a ninth to produce a beam powerful enough to destroy a planet. Because of the scales involved, the Narrator need not make a skill test for the Species 8472 bioship to hit a target planet. Fortunately, the required configuration and the sheer amount of energy being channeled preclude this weapon from being brought to bear against a single starship.

To the naked eye, the bioship's hull appears impervious to conventional weapons such as phasers, disruptors, phased polaron beams, photon torpedoes, plasma torpedoes, and so forth. The exterior surfaces reflect all deep sensor scans and transporter locks, as well, making it difficult to obtain information about their interior space and construction. Conducting a sensor scan requires a TN 25 System Operation skill test, while beaming aboard a bioship requires a TN 25 System Operation (Transporter) skill test. Inside the ship there is only about 40 square meters of space, usually occupied by the ship's sole pilot.

Most startling is the ship's ability to create a controlled dimensional rift and to transport between our Galaxy and fluidic space. Fluidic space, although vast, is smaller in volume than normal space (hence its unusual density). By transporting to liquid space and opening another rift to normal space, the bioship could conceivably "teleport" from one point in normal space to another far faster than any warp drive.

Background

In 2373, the Borg discovered a dimension of fluidic space and learned of Species 8472 and their biogenically engineered technology. As always the Borg sought to assimilate this civilization. Shortly after a Borg attack, Species 8472 retaliated by transporting hundreds of bioships into the Delta Quadrant with the aim of exterminating the Borg. It was only through an unprecedented alliance with the

Species 8472 Bioship

Battleship; Commissioned: c.2274

crew of the starship Voyager that the Borg obtained a defense against 8472, learning to modify their nanoprobes to attack the species and their ships at the cellular level.

Biomolecular Warheads

Developed by the crew of *Voyager* in conjunction with the Borg drone Seven of Nine, biomolecular warheads use a Starfleet photon torpedo customized to introduce modified Borg nanoprobes to a bioship and attack it at the cellular level. Some theories indicate that a hardened virus might be able to perform a similar job, but this is untested.

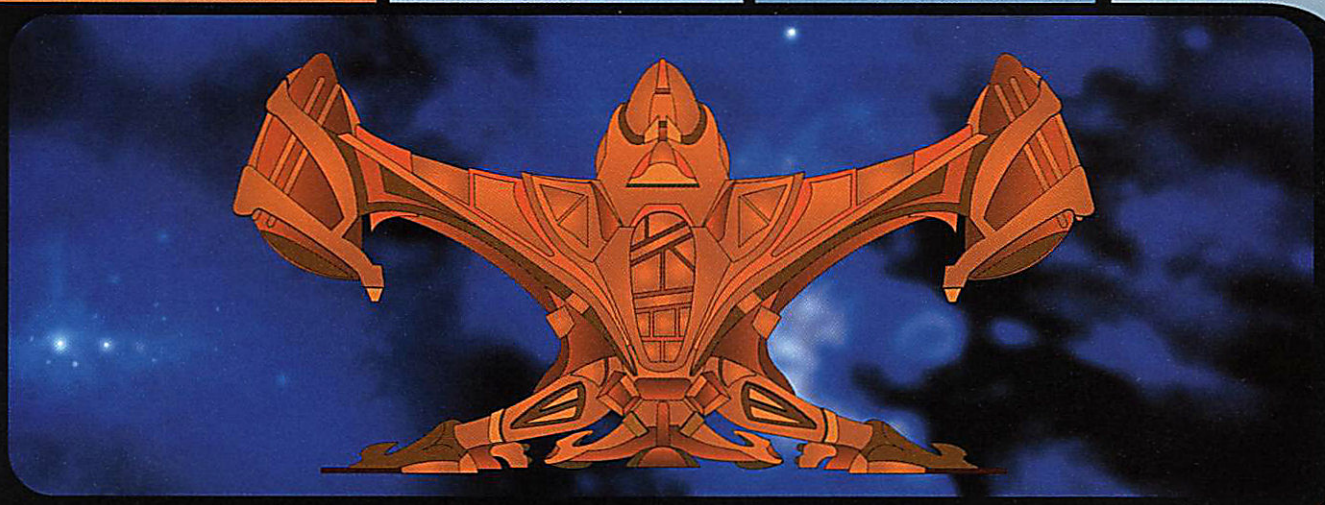
Effects: Modifying a photon torpedo to carry a quantity of Borg nanoprobes (or other virulent diseases) requires a successful TN 10 System Engineering skill test. Constructing such a weapon also requires access to Borg nanoprobes, which must be modified to get past the species dense genetic structure and powerful immune system. This requires a TN 20 System Engineering test. Without access to Borg nanoprobes, Starfleet's nanites might be used instead.

Biomolecular warheads are fired as normal photon torpedoes. Apply the torpedo's penetration to the hull, as normal. Because the modified nanoprobes infect the ship's cellular structure; apply penetration damage each combat round, adding +1 each subsequent round until the bioship is destroyed.

By 2374, the crew of the starship *Voyager* discovered a Species 8472 plot to infiltrate the Federation and Starfleet. Believing the Alpha Quadrant powers were planning an invasion with the Borg into fluidic space (an unintended consequence of the *Voyager*-Borg alliance), they sought to gather intelligence on Starfleet operations and humanoid behavior. Given their ability to travel across vast distances, and appear almost anywhere in our Galaxy, it is possible we have not heard the last of Species 8472.

Ships in Service

Name	Registry	Notes
Ay Hort	Not applicable	Presumed abandoned in asteroid field but later discovered to be the target of a Hirogen attack
Cuh Thug Ah	Not applicable	Destroyed in collision with Borg cube
Unknown	Unknown	Husk discovered floating dead in space in orbit of Wolf 357; file secured under Starfleet directive Alpha-Theta-12
Unknown	Unknown	Bioship detected at Bolian L5 point Stardate 54201.3
Unknown	Unknown	Reported skirmish inside Romulan Star Empire; all warbirds believed lost or missing



Vulcan T'Plana Hath-class

Surveyor; Commissioned: 2053

PROPULSION DATA

Impulse System: ITU-2 (.3c) (A)
Warp System: WE-2 (1/1.2/1.5) (A)

HULL DATA

Structure: 15
Size/Decks: 3/3
Length/Height/Beam: 45/22/45
Complement: 10

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 40
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 1 (+2/B)
Separation System: No
Shuttlebay: No
Tractor Beams: 1 a
Transporters: None

TACTICAL DATA

Defensive Systems: Type III HP (–)
Protection/Threshold: 3/9

MISCELLANEOUS DATA

Maneuver Modifiers: +1 C, +0 H, –1 T
Traits: Prototype (+1 sensors)

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- A-BEV REC 37 11N 676 224 146 367 937
- EARTH S-SYS 78-1 60 224 146 937 333 757 159 970
- VAR AST-9/77/4ME NA 767 040 767 916 761 535 915

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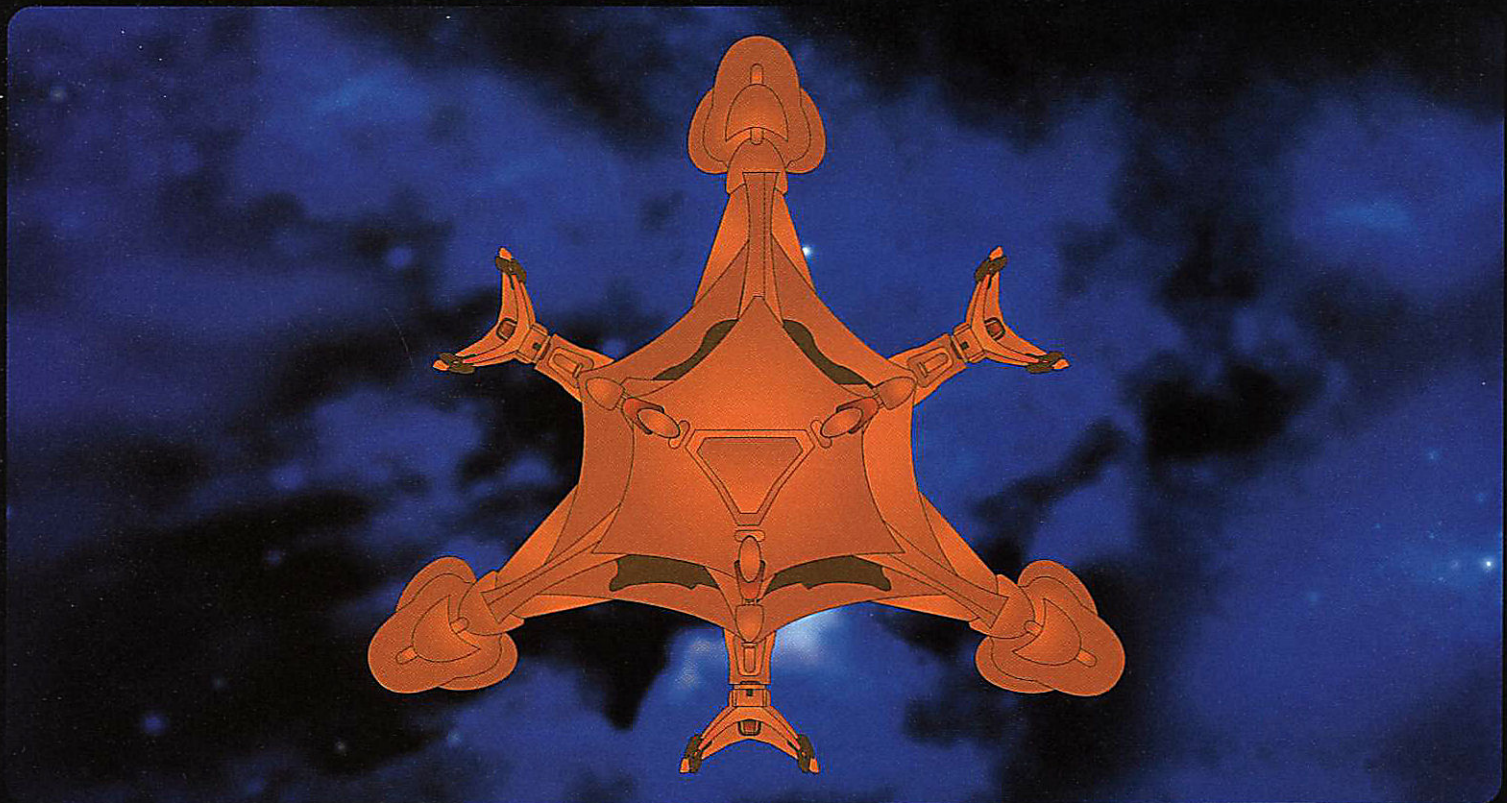

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Mission

Despite its small size, the *T'Plana Hath*-class serves as the primary exploration vessel of the Vulcan Space Forces operating under the Vulcan High Command. Developed in the 21st century, ships of the class are suitable for extended, medium-range planetary deployment, cultural survey, and clandestine observation missions. The small size of the *T'Plana Hath* makes it easy to construct, allowing the Vulcan Science Institute to investigate a number of worlds throughout neighboring sectors.

Features

By Earth standards the *T'Plana Hath*-class is significantly more advanced than any Human vessel designed, by virtue of the Vulcans' superior level of technology. Many of the design principles of the class, although not openly revealed to Human engineers, provided useful clues for future spacecraft advancements.

Of foremost interest to Earth's engineers were the class' propulsion systems. The ITU ion-power impulse drive provides a clean and robust form of propulsion, and is exceptionally easy to maintain. By comparison Earth vessels of the time continue to rely on chemical rockets, which are bulky, at times unsafe, and exhaust excessive amounts of pollution. The WE-2-rated warp drive that powers the class drew particular fascination. While Dr. Zefram Cochrane successfully tested the first Human warp engine, the *T'Plana Hath*'s engines are rated nearly twice as fast at only half the size. This is due to the use of a matter/anti-matter controlled reaction that focused through the crystalline matrix constructed of dilithium.

The operations and life support systems of the *T'Plana Hath*-class are equally advanced, as Vulcan starships are foremost designed with safety in mind. No less than three overlapping systems exist for any single function, plus gravitic plating provides for artificial gravity inside the vessel while traveling through zero-G. The sensor capabilities of the Vulcan surveyor are several magnitudes greater than those found on Earth satellites or probes, capable of distinguishing between several thousand particles and energy signatures—all in real-time. This level of computing power is several times greater than thought possible by Human engineers of the day.

The *T'Plana Hath*-class achieves landing capability through ion thrust-vectoring, and ships of the line are able to obtain breakaway speeds without the need for boosters or assistance. While planetside, three landing struts deploy to support the vessel, and a single dorsal hatch provides access to the ship's interior. The *T'Plana Hath*-class makes use of alloys obviously alien in nature—a composite of steel-like substances that are several factors more resilient, pliable for spaceframe application, and relatively lightweight.

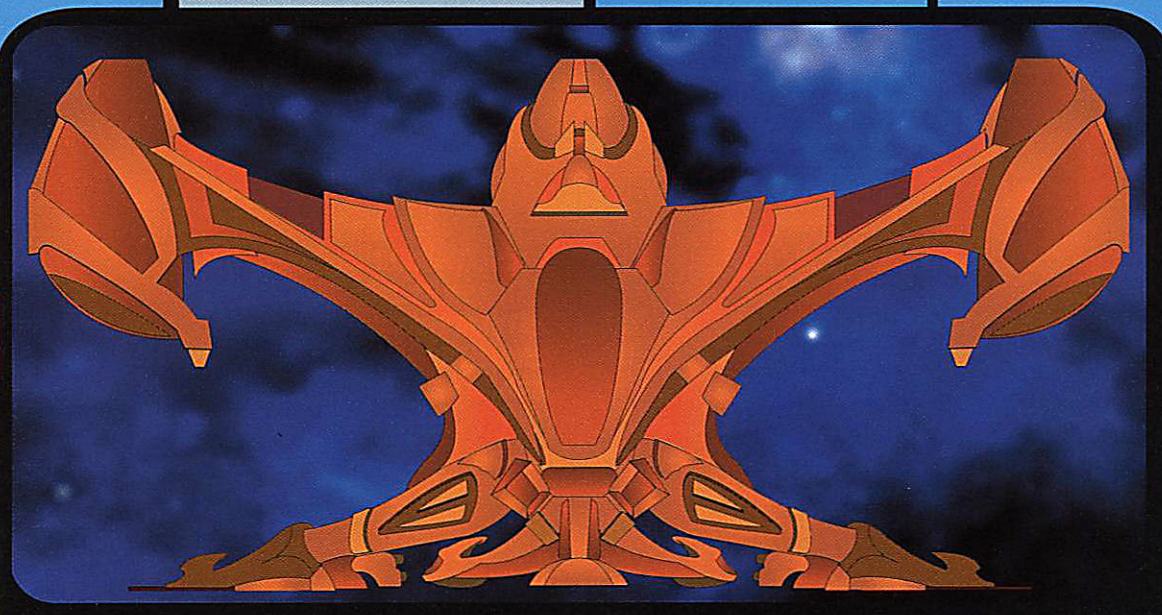
According to Vulcan sources the *T'Plana Hath* has a useful mission life of just over three months and enjoy an operational lifetime of up to 10 years between overhauls.

Background

From their inception, the *T'Plana Hath*-class surveyor was utilized by the Vulcan Exploratory Space Forces to investigate star systems in the wake of larger, faster starships. Generally, after passing through a given sector, small vessels like the *T'Plana Hath*-class conducted extended scientific operations. Their small size and ability to land made them particularly suitable for surveying Minshara-class planets up close.

On a night in 2063, the *T'Plana Hath*, namesake of the line, performed routine observations of Sol, Earth's sun, and detected the characteristic energy signature of warp-powered flight. Believing humanity to be too primitive for such a feat, the Vulcan crew was surprised and investigated further. They traced the warp trail to Montana, and Zefram Cochrane. Seeing that Human technology had reached a level of maturity that marked them ready for interplanetary contact, the *T'Plana Hath* landed shortly thereafter to extend greetings in the spirit of friendship. This ushered in a new era of understanding and exploration for both Humans and Vulcans.

T'Plana Hath vessels were also responsible for a number of other significant scientific and strategic operations, including the first extensive survey of the Rigel system, clandestine monitoring of the planet Andor, and first contact with the people of Coridan. Until the advent of the *Maymora*-class in later years, the *T'Plana Hath* continues to serve as the primary Vulcan scientific surveyor. After Earth and Vulcan establish formal relations with one another, select Humans were allowed to serve in minor capacities on *T'Plana Hath*-class vessels, although many find the experience difficult.



Vulcan T'Plana Hath-class

Surveyor; Commissioned: 2053

Ships in Service

Name	Registry	Notes
Akasa Gorah'il	None	Special assignment, Vulcan Science Institute
Besaya Glantaya	None	"Stellar Observer;" conducted extended survey of Mutara Cluster
Dorli Fai-tukh	None	"Honored Knowledge;" attached to Starfleet as interspecies training vessel (2135)
Fal Chaya	None	"Noble Endeavor;" made first contact with the Denobulans; assigned to survey Alpha Centauri system
Pahn-Ree	None	"Pathfinder;" trapped in subspace rift; believed lost
T'Khasi Hath	None	Noted Vulcan scientist; mapped the Pandara Corridor; participated in First Coridan Survey
T'Plana Hath	None	Prototype vessel; established first contact with the planet Earth (2063)
Yeht Fai-Tukh	None	"True Knowledge;" surveyed Rigel IX, Andor, Tellar, and Betazed
Yeht Talal	None	"True Discovery;" assigned to service along the coreward frontier near Anaxar system
Tor-ut Koon	None	"Sacred Challenge;" attacked by Andorian starship; crashed landed on Andor's northern continent; crew held as spies

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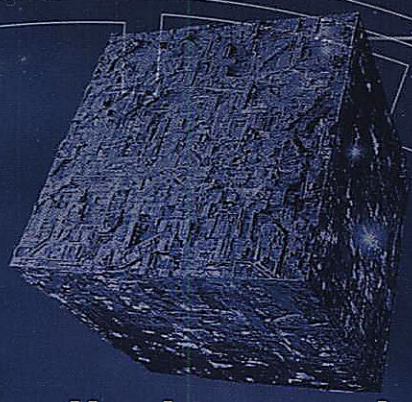

"All I need is a tall ship, and a star to steer her by..."

—Kirk to McCoy, *The Ultimate Computer*

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